

Fig 1

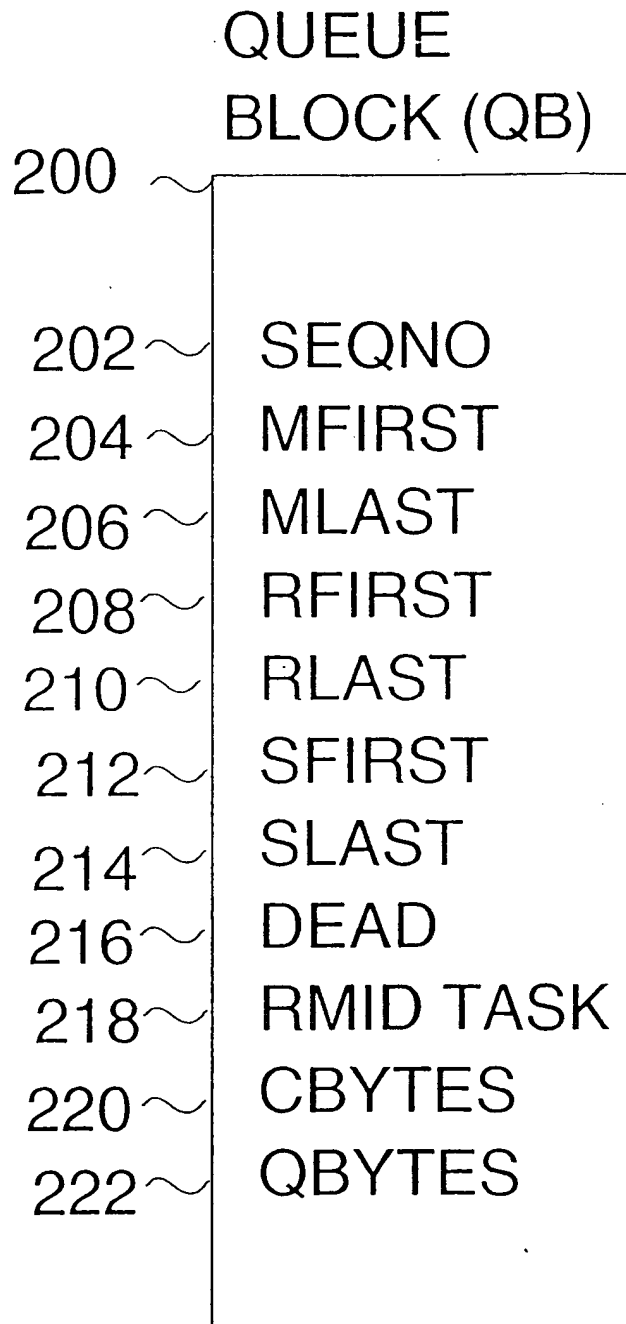


Fig 2

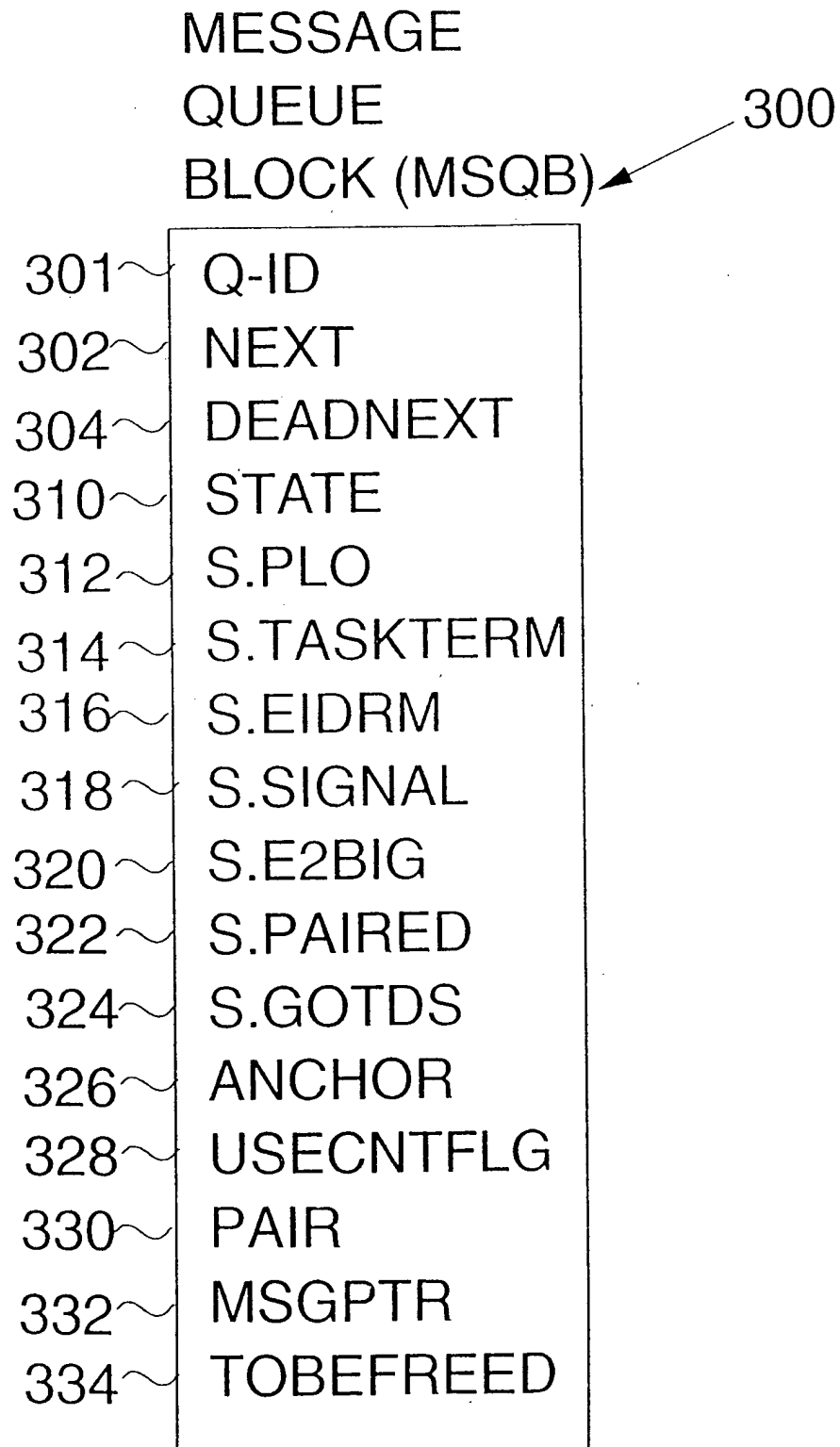


Fig 3

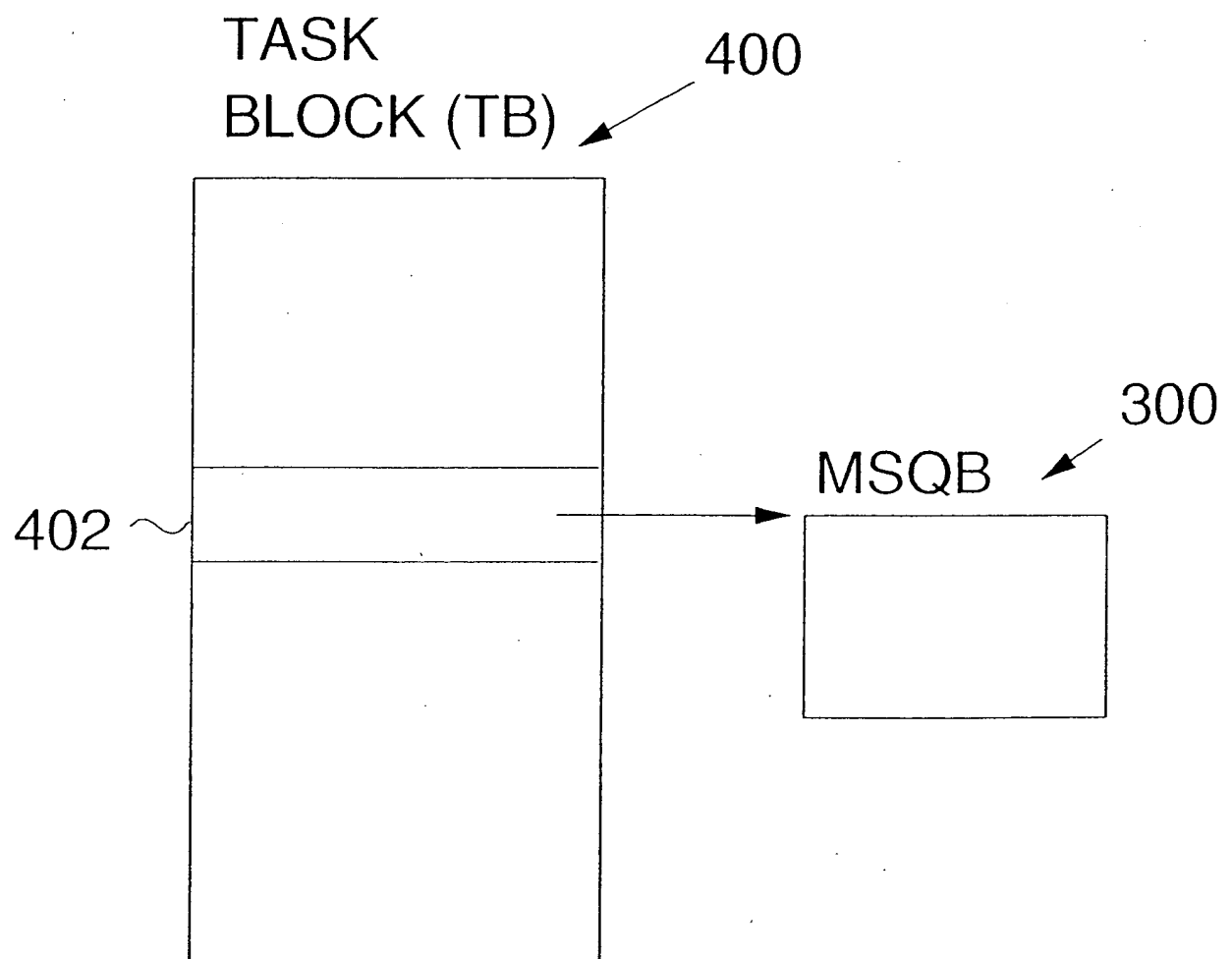


Fig 4

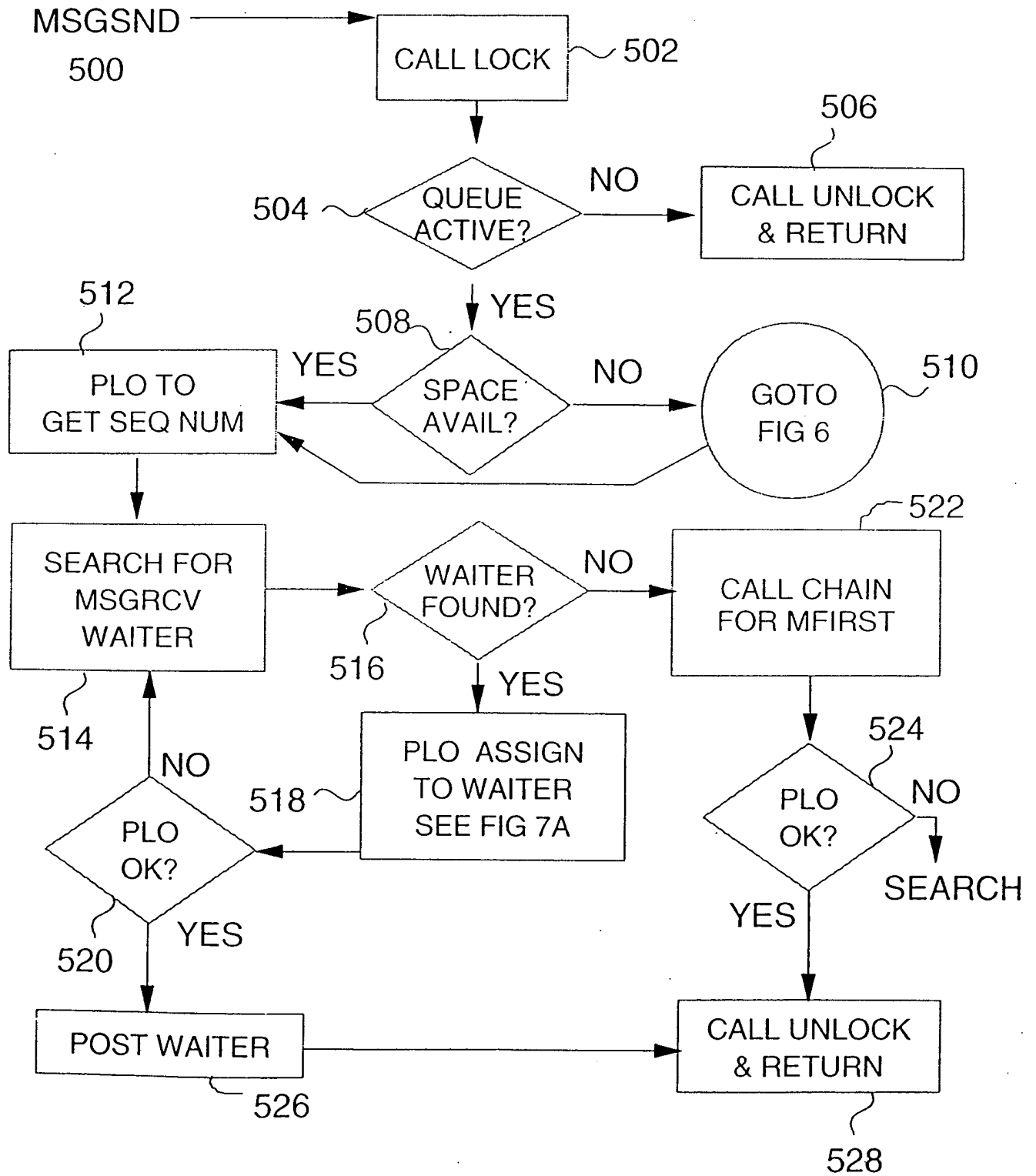


Fig 5

MSGSEND NO SPACE AVAILABLE

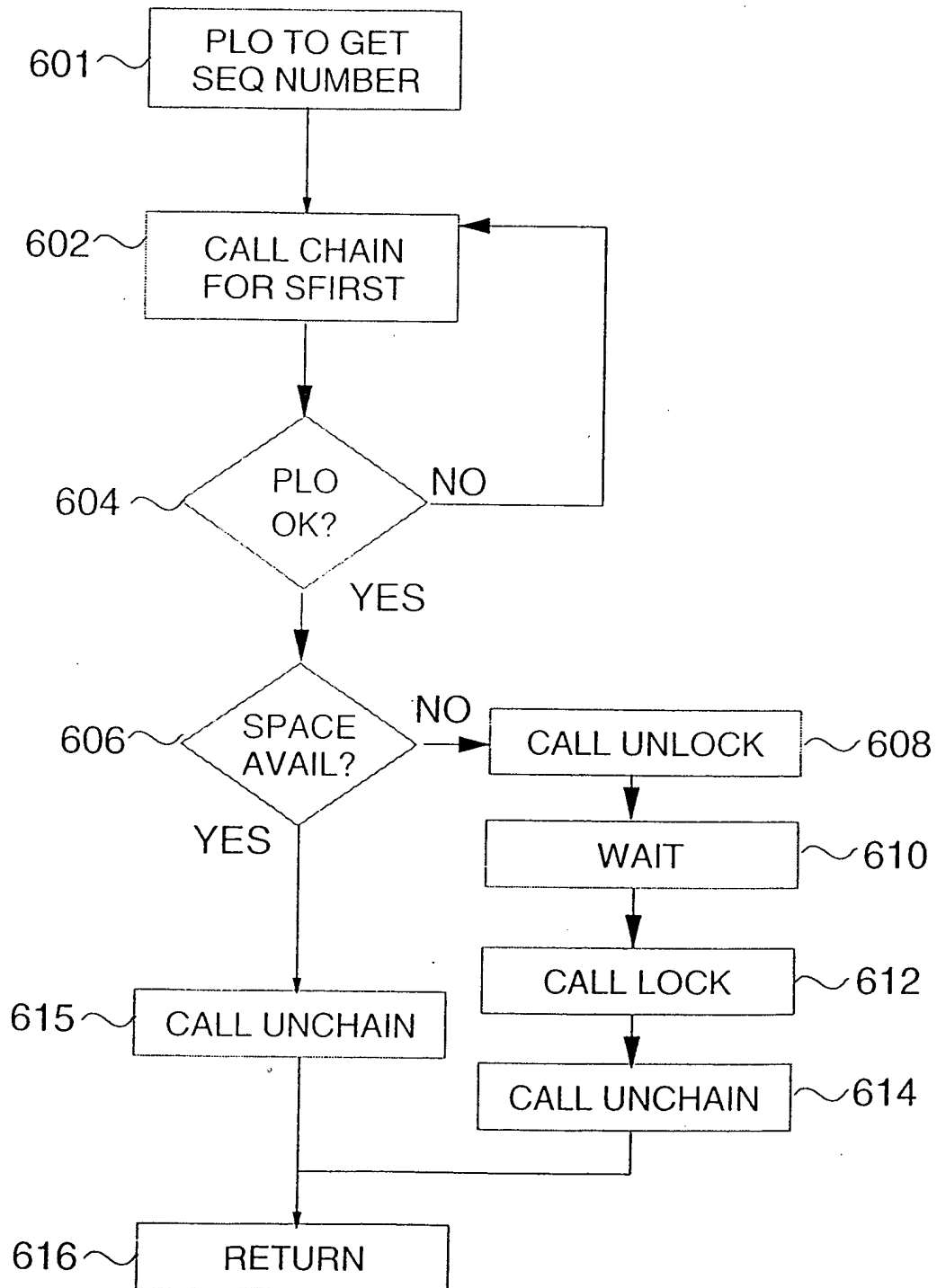


Fig 6

PLO ASSIGN MESSAGE TO WAITER - BEFORE

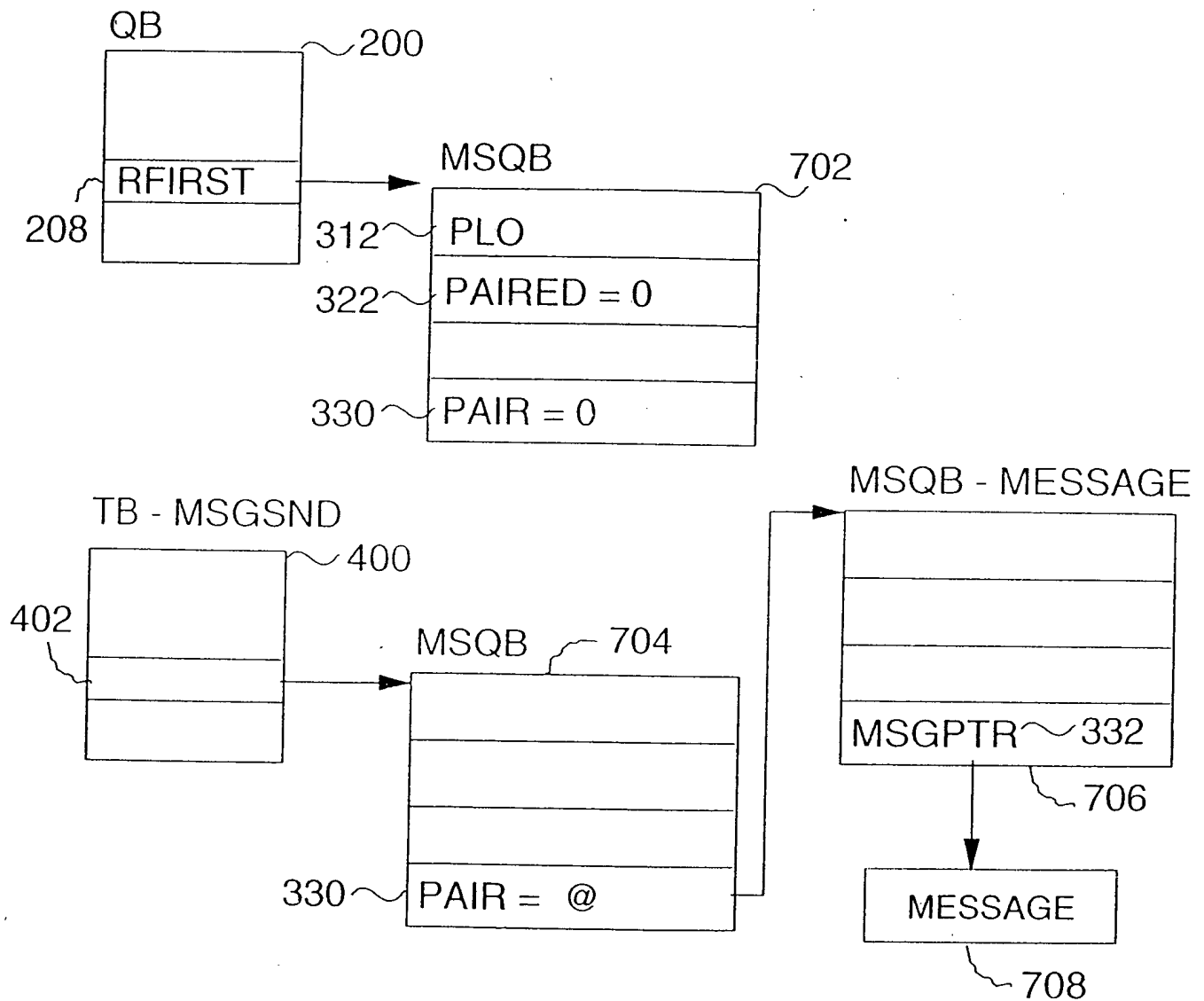


Fig 7

PLO ASSIGN MESSAGE TO WAITER - AFTER

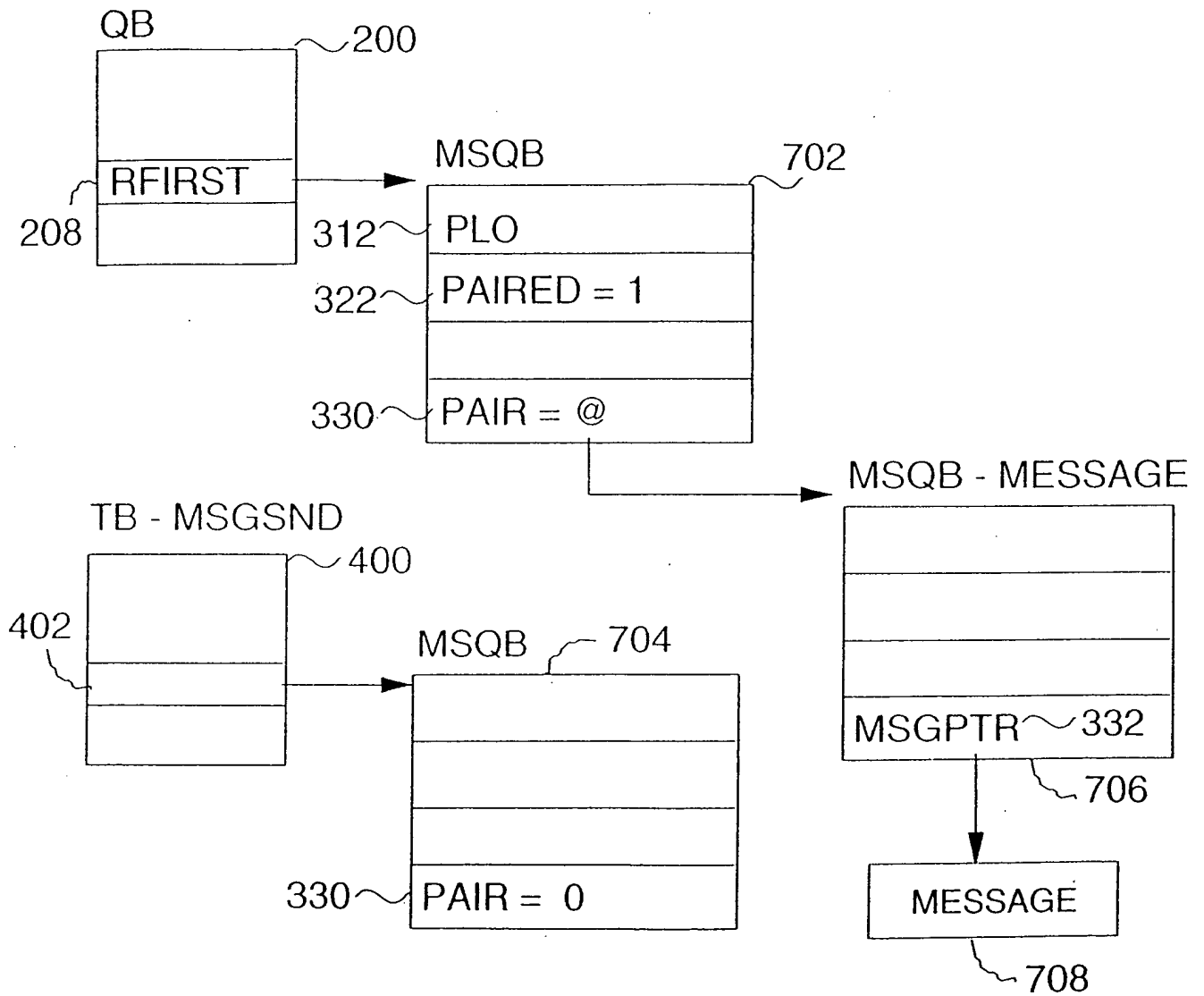


Fig 8

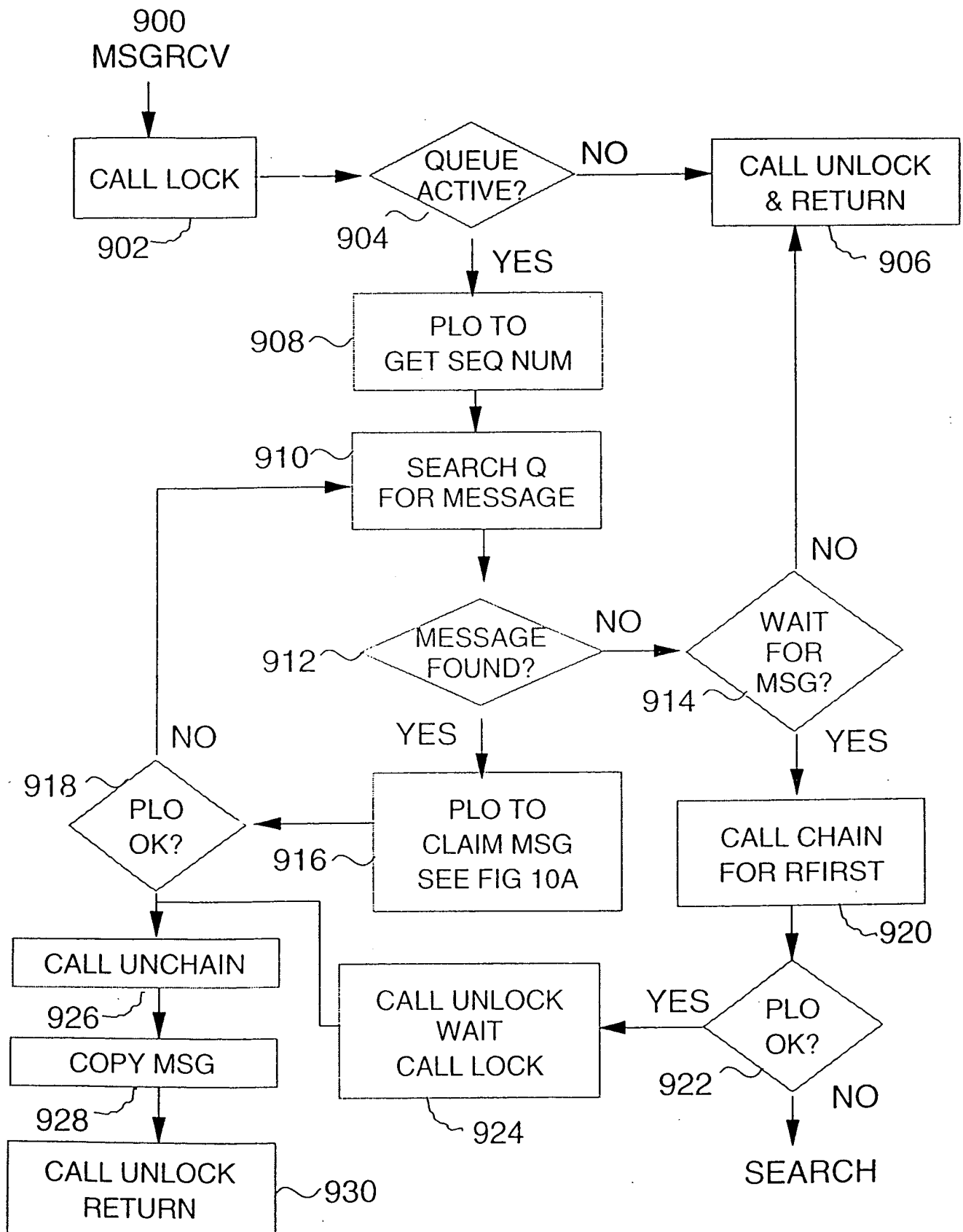


Fig 9

PLO TO ASSIGN MESSAGE TO CALLER - BEFORE

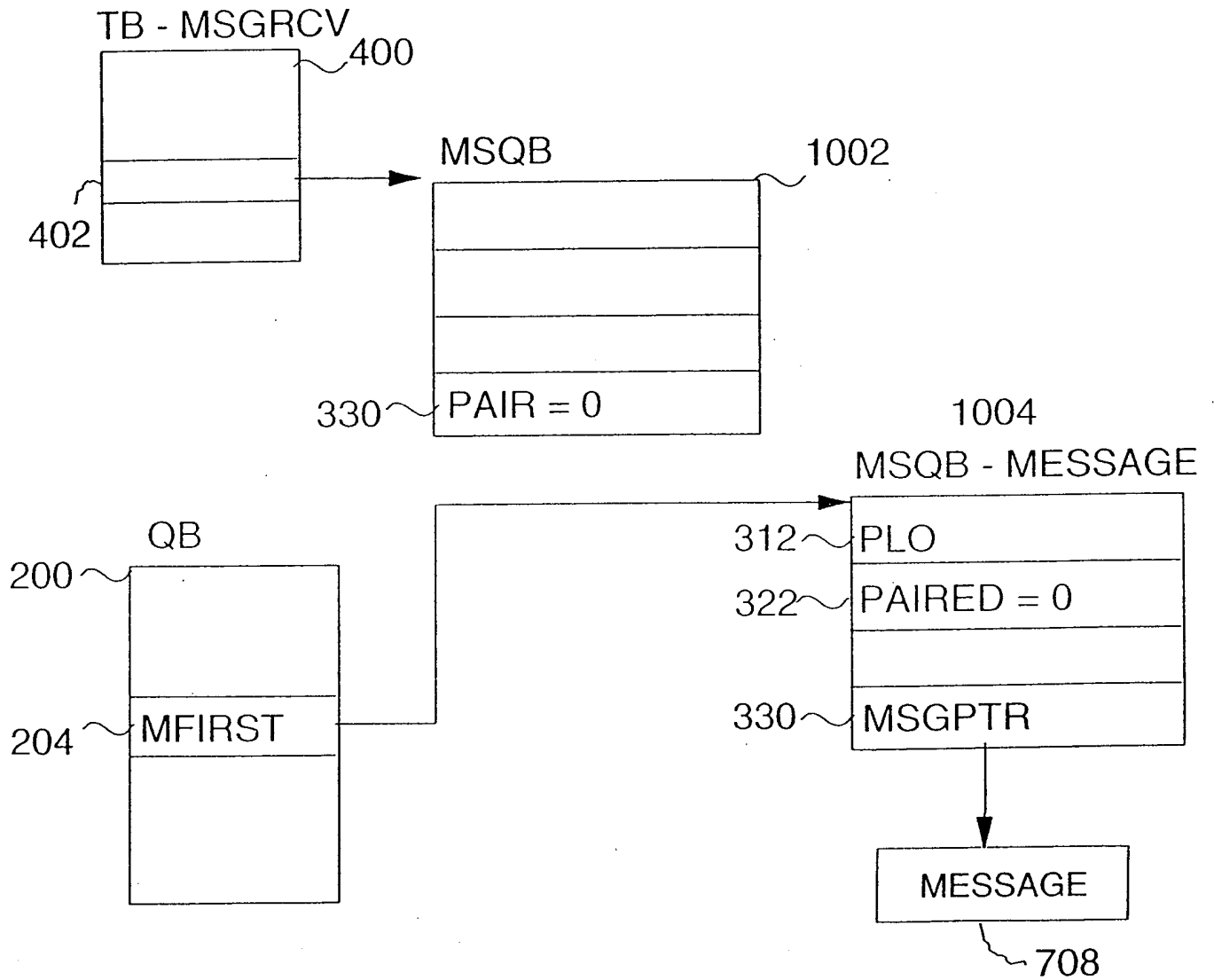


Fig 10A

PLO TO ASSIGN MESSAGE TO CALLER - AFTER

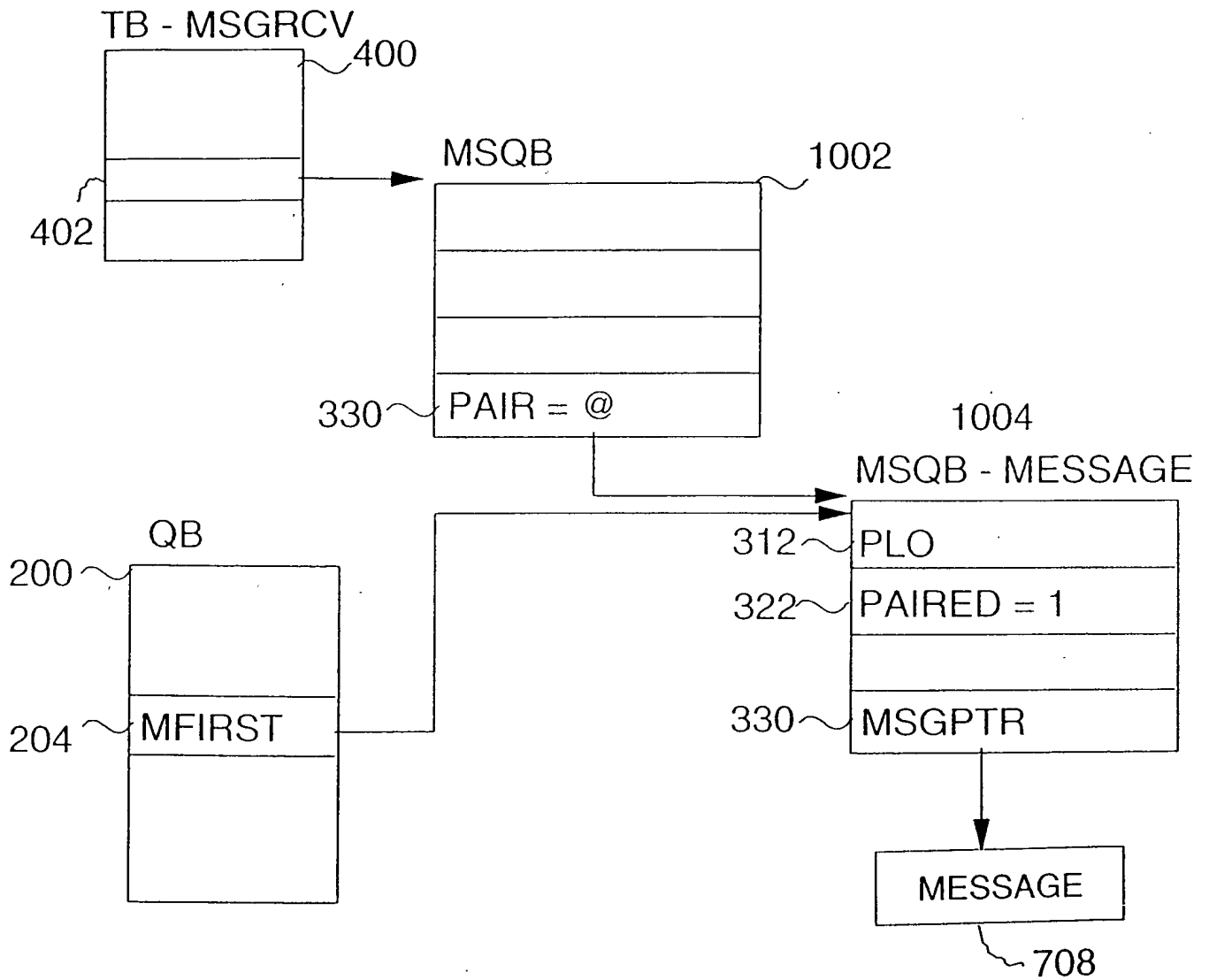


Fig 10B

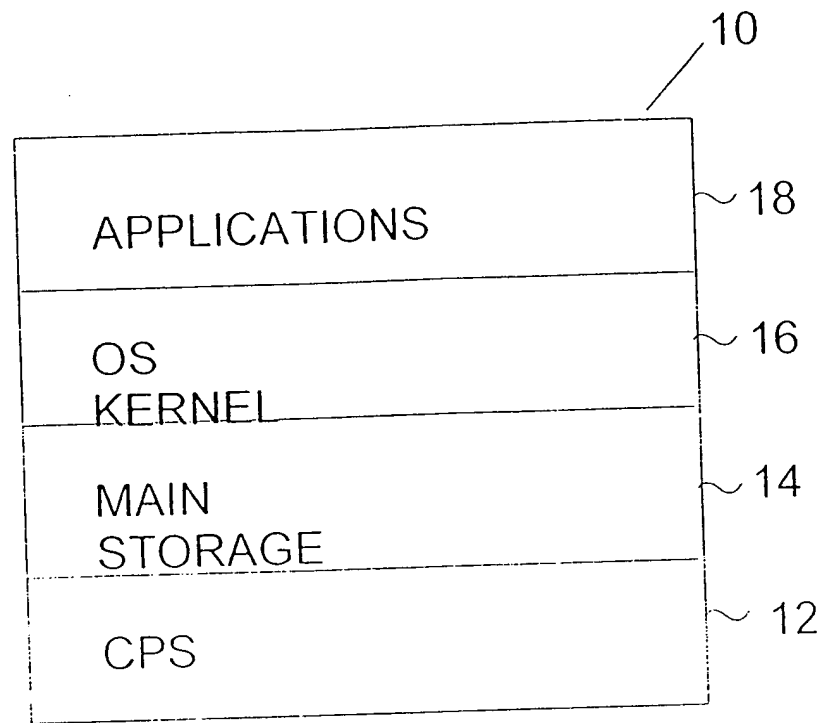


Fig 11

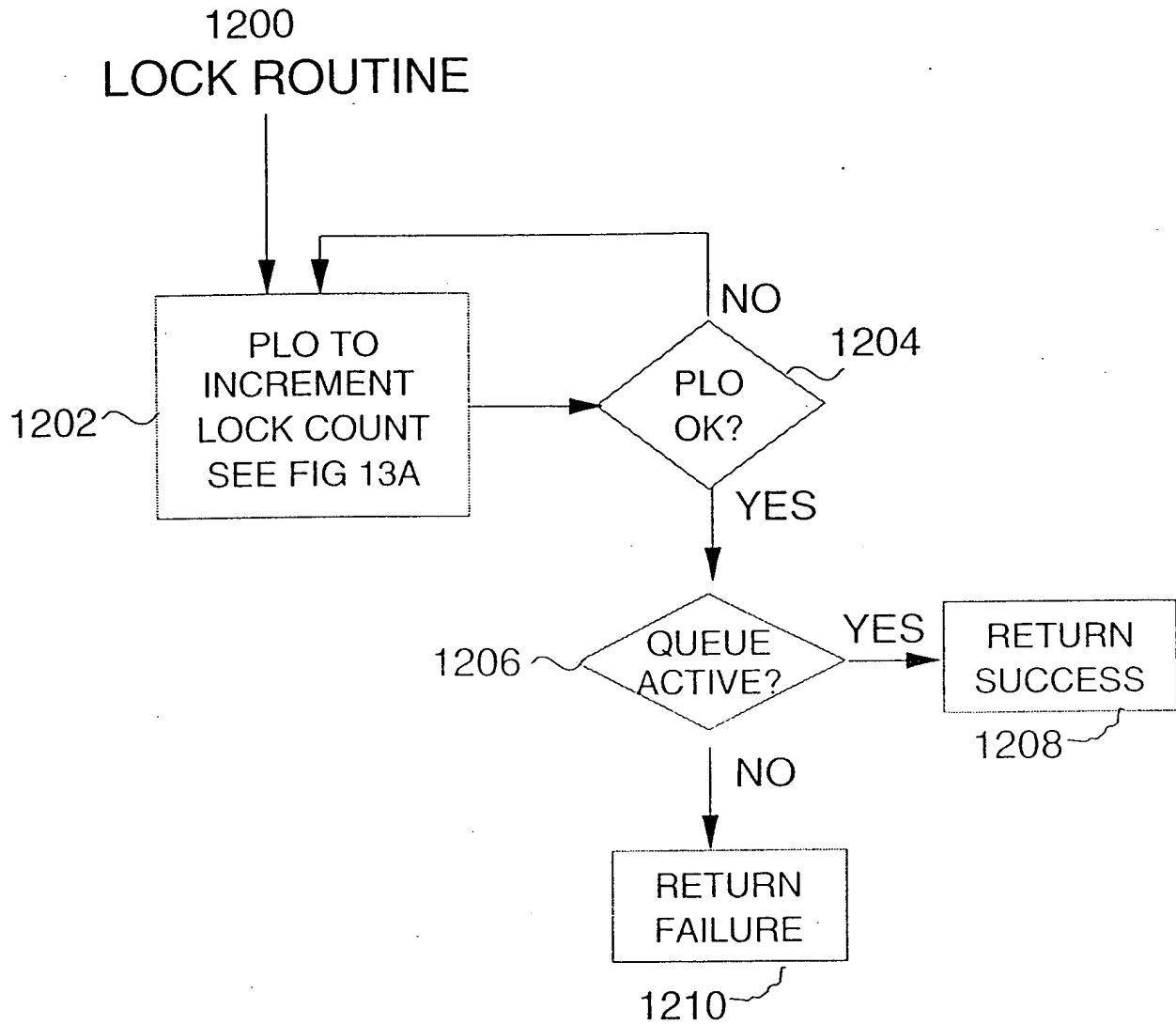


Fig 12

LOCK PLO STATE - BEFORE

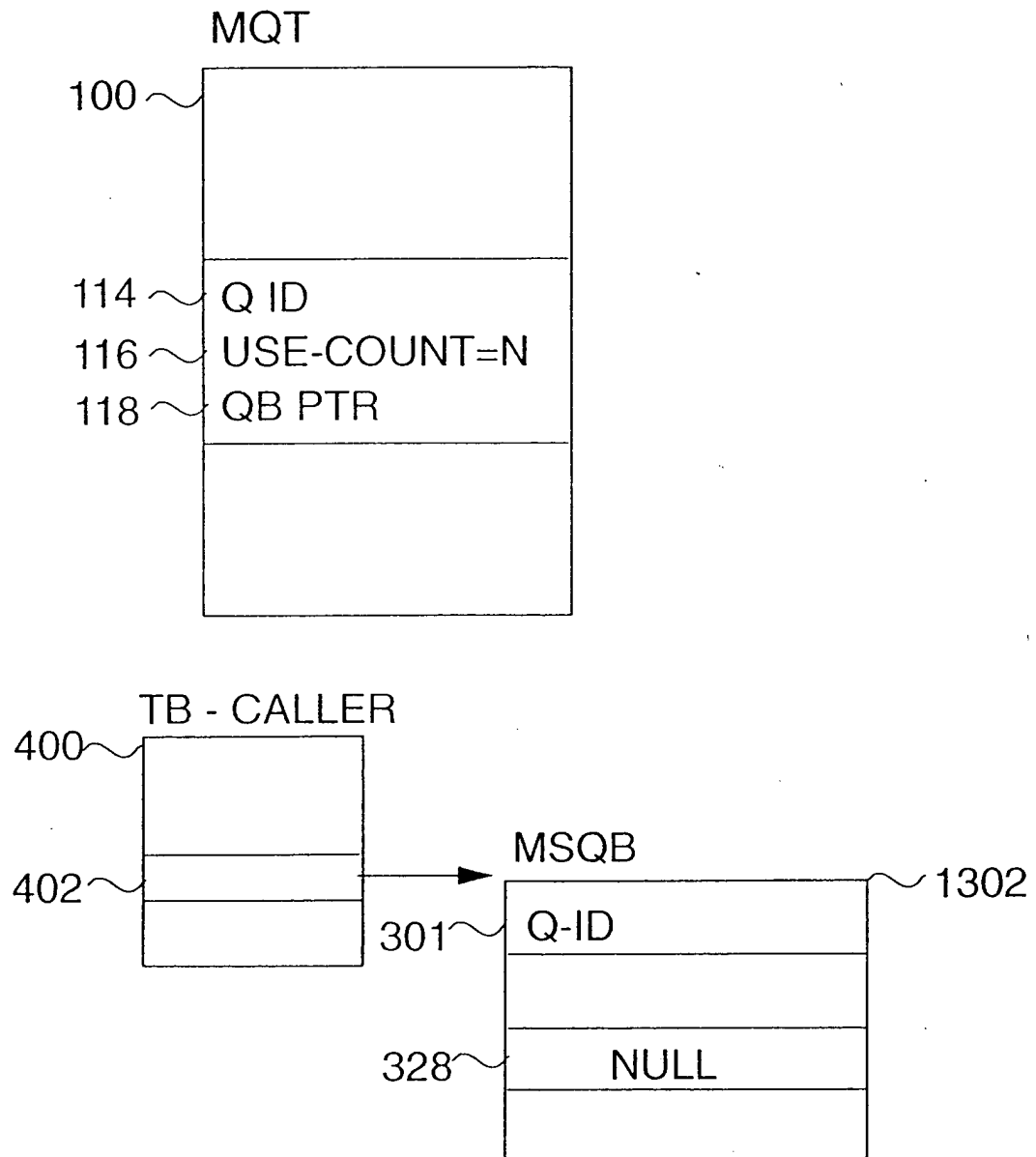


Fig 13A

LOCK PLO STATE - AFTER

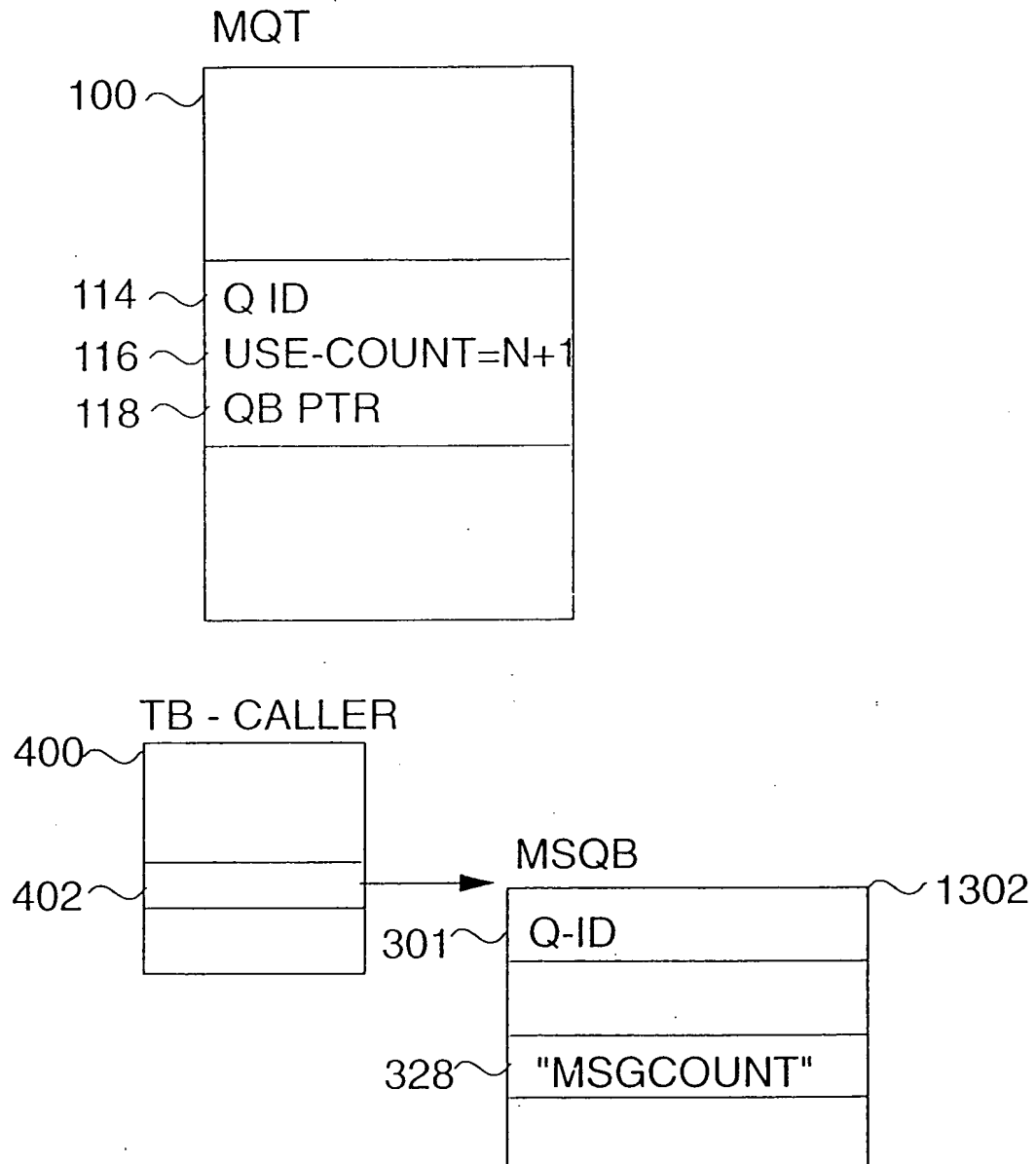


Fig 13B

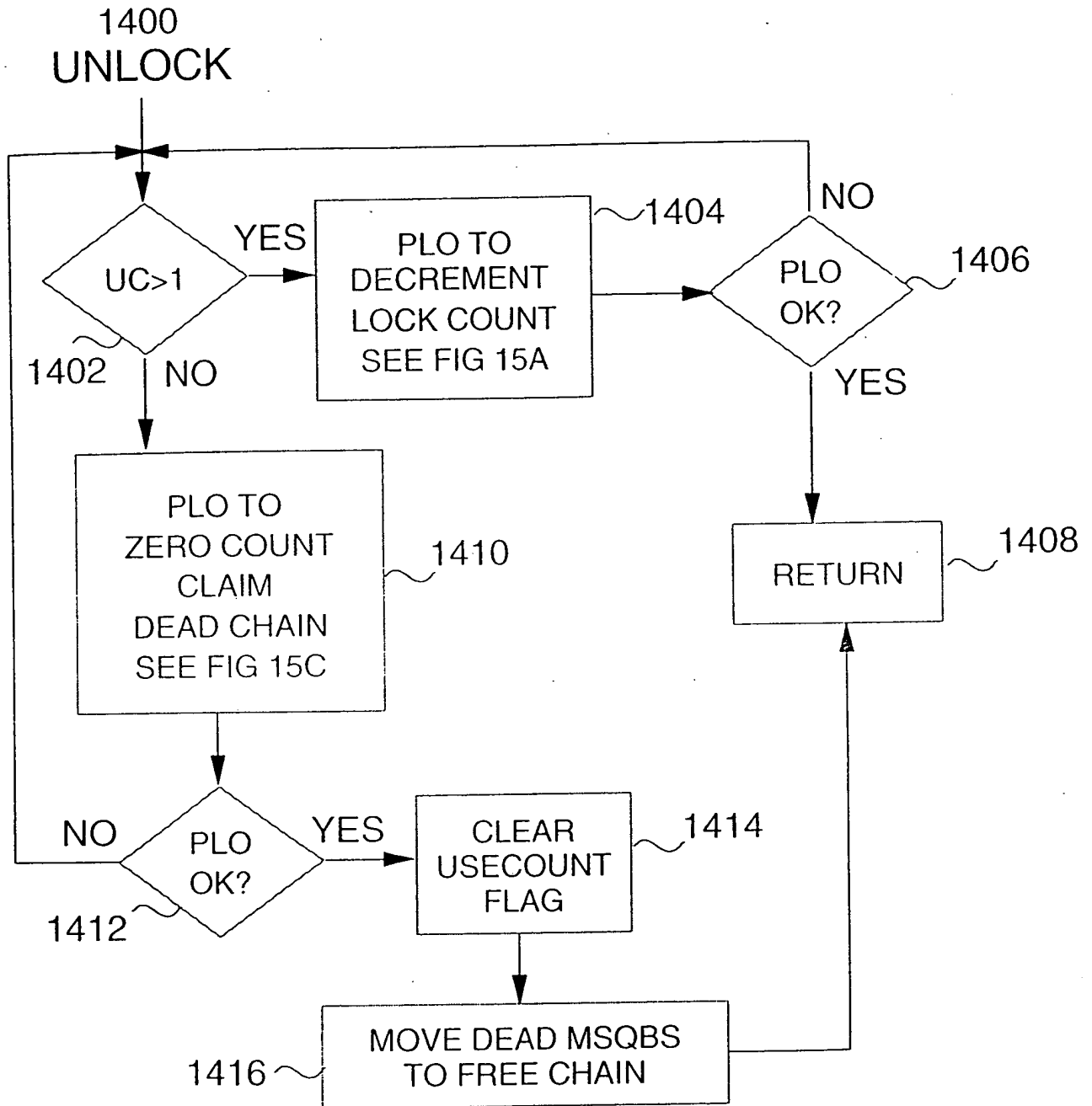


Fig 14

UNLOCK PLO COUNT > 1 - BEFORE

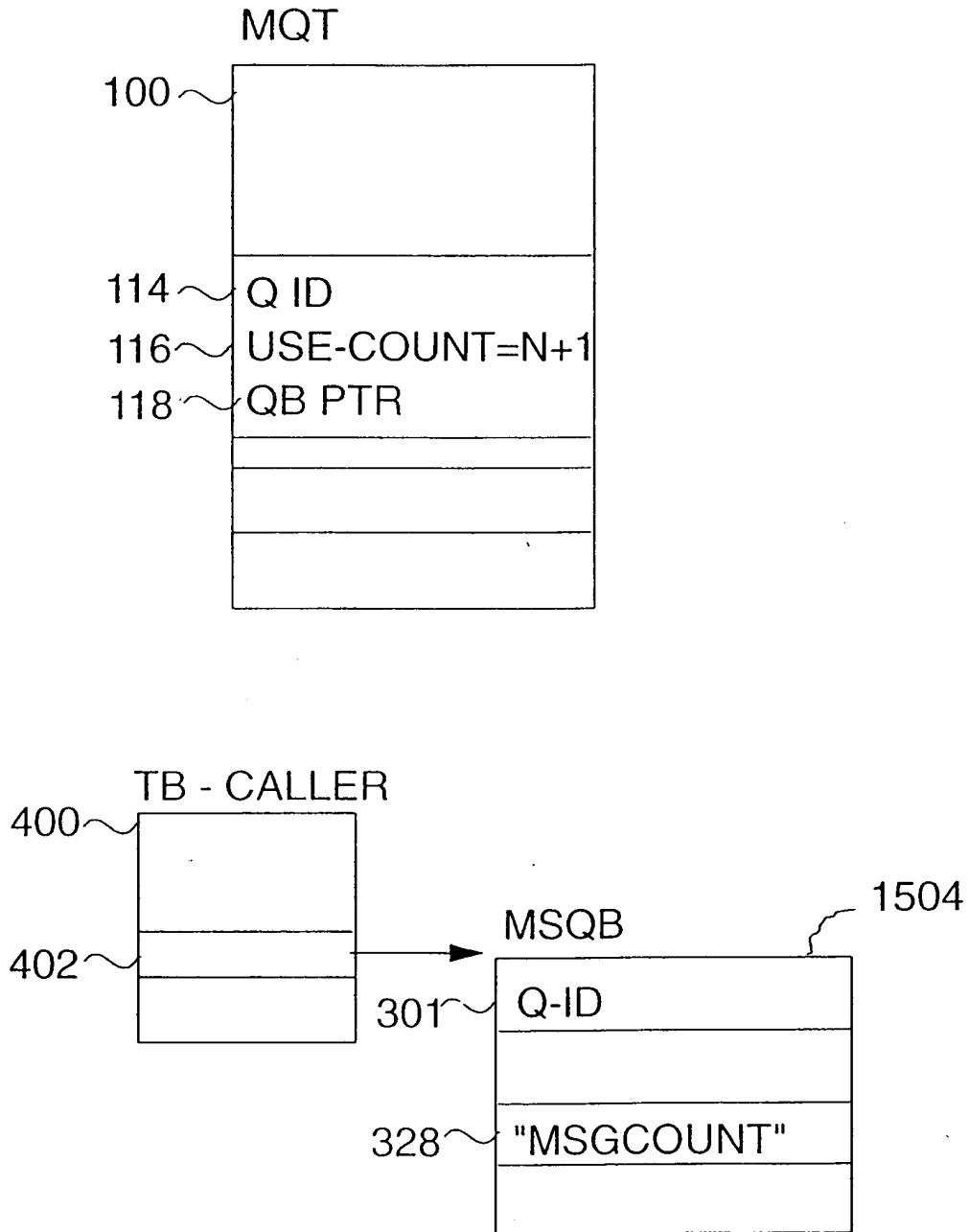


Fig 15A

UNLOCK PLO CNT > 1 - AFTER

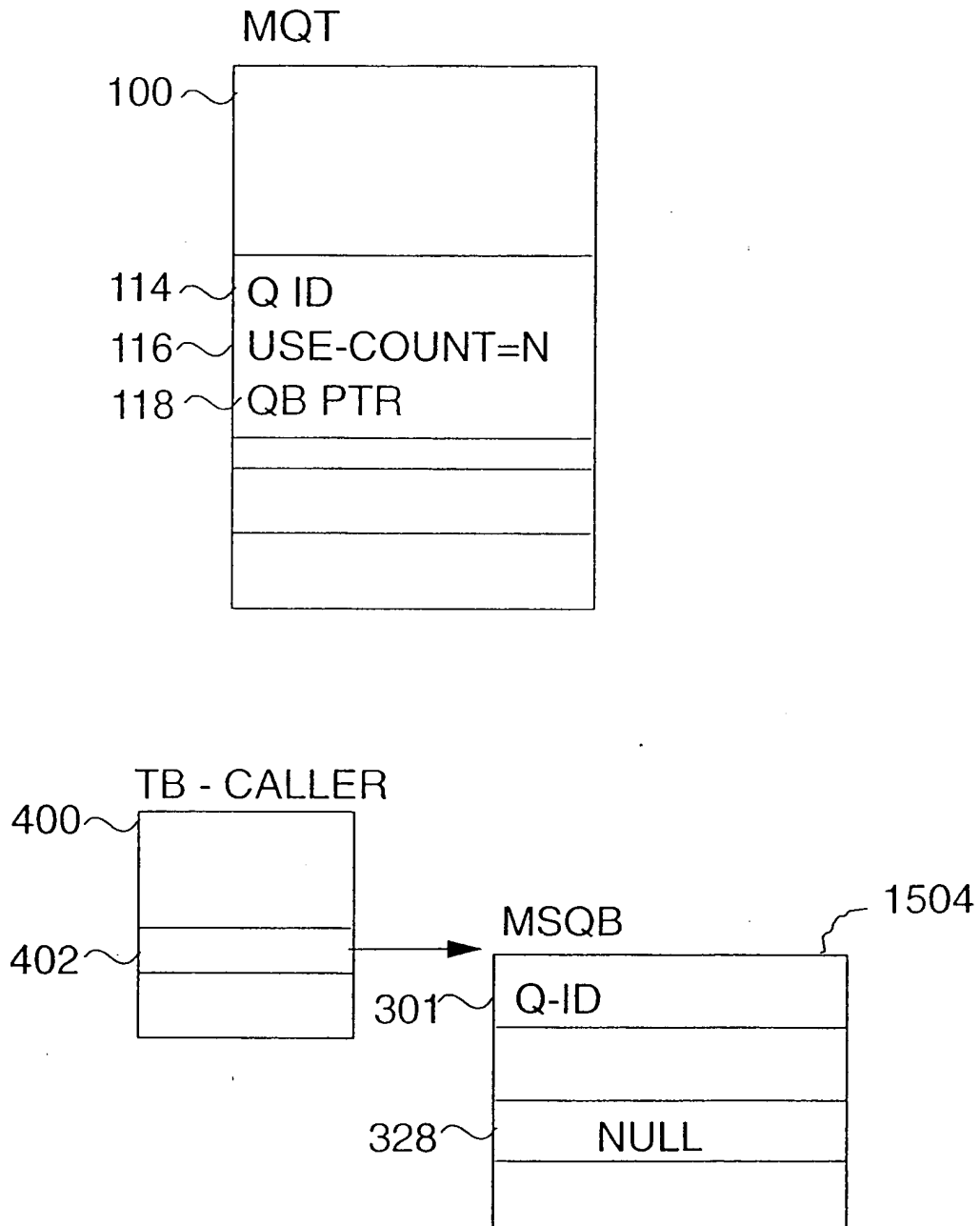


Fig 15B

UNLOCK PLO COUNT = 1 - BEFORE

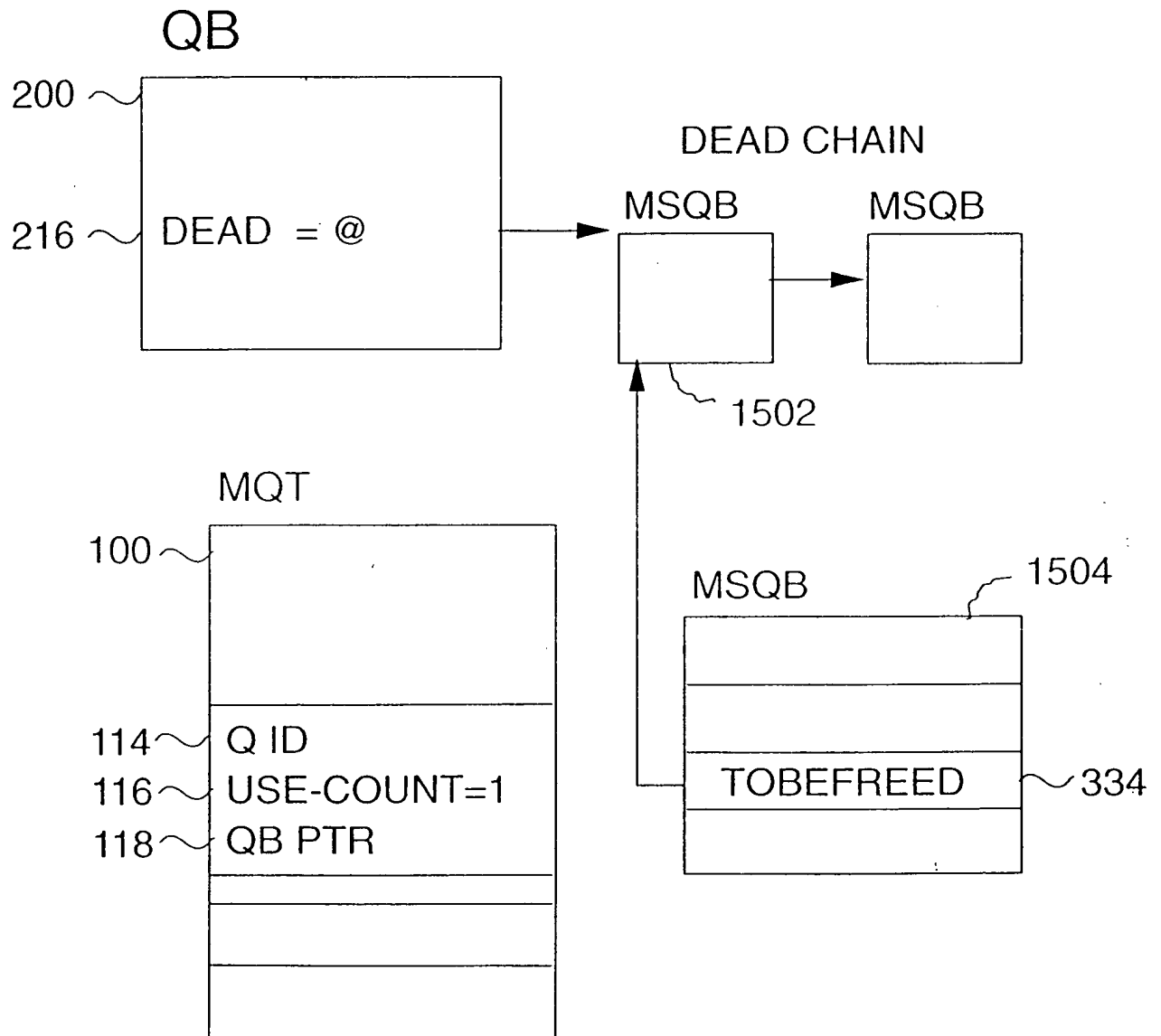


Fig 15C

UNLOCK PLO COUNT = 1 - AFTER

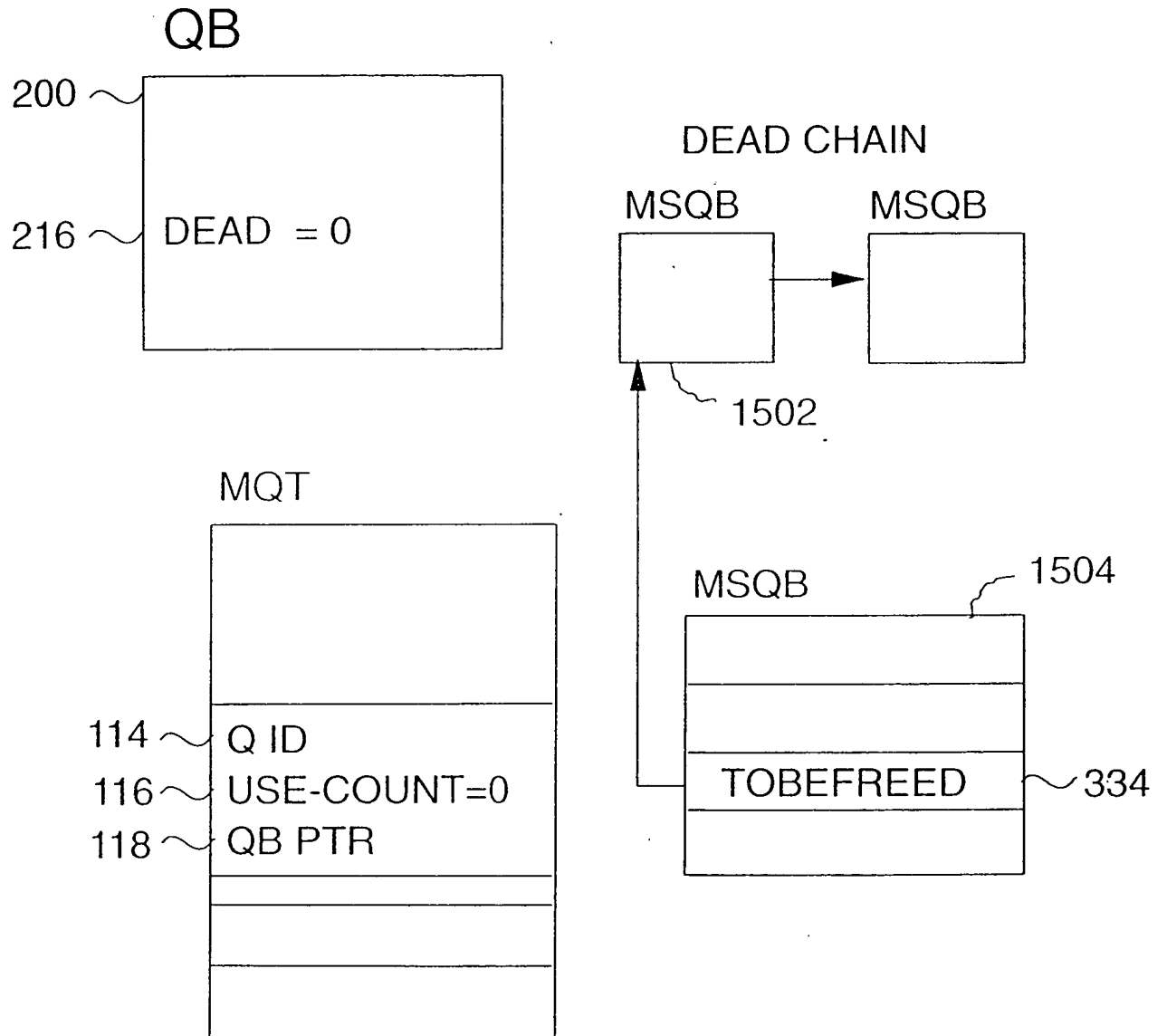


Fig 15D

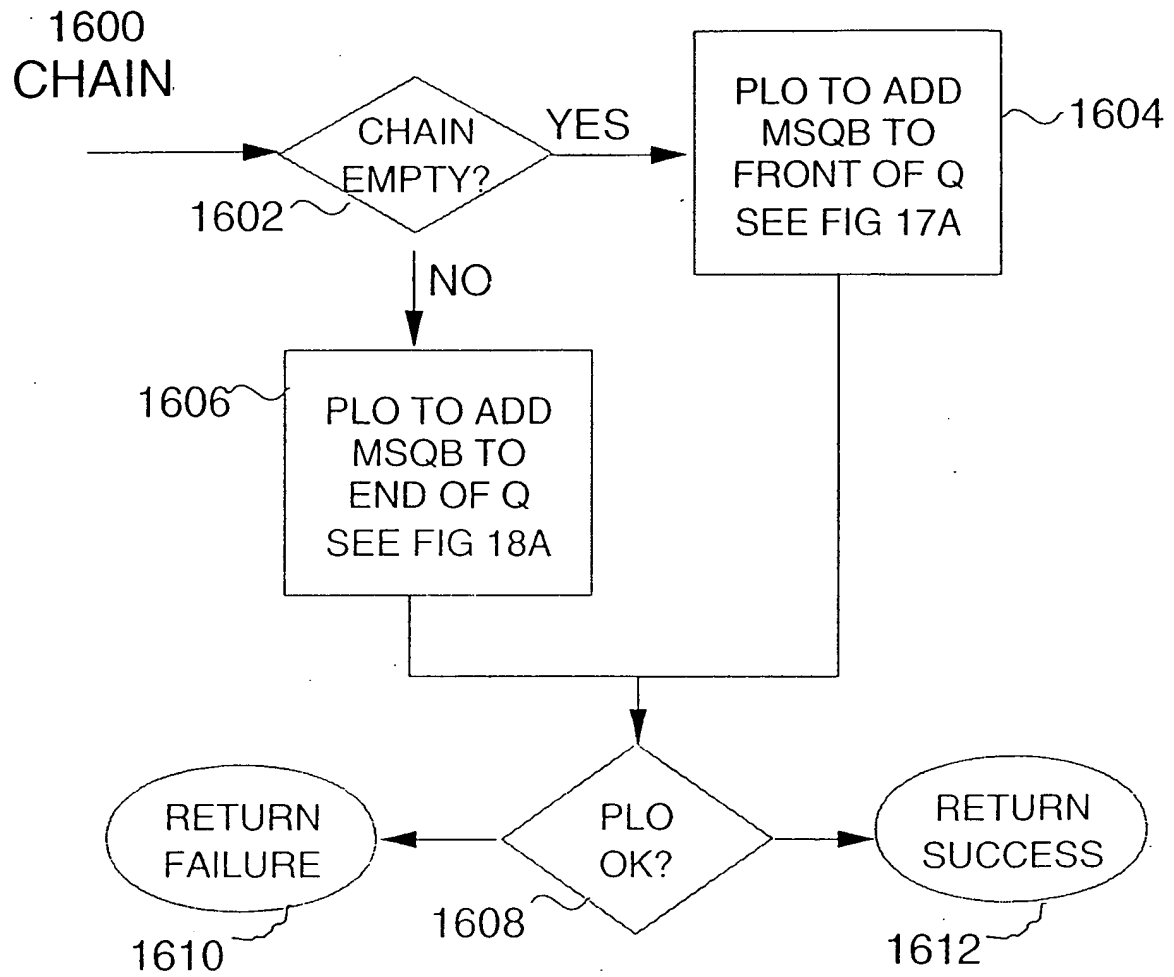


Fig 16

PLO CHAIN TO FRONT - BEFORE

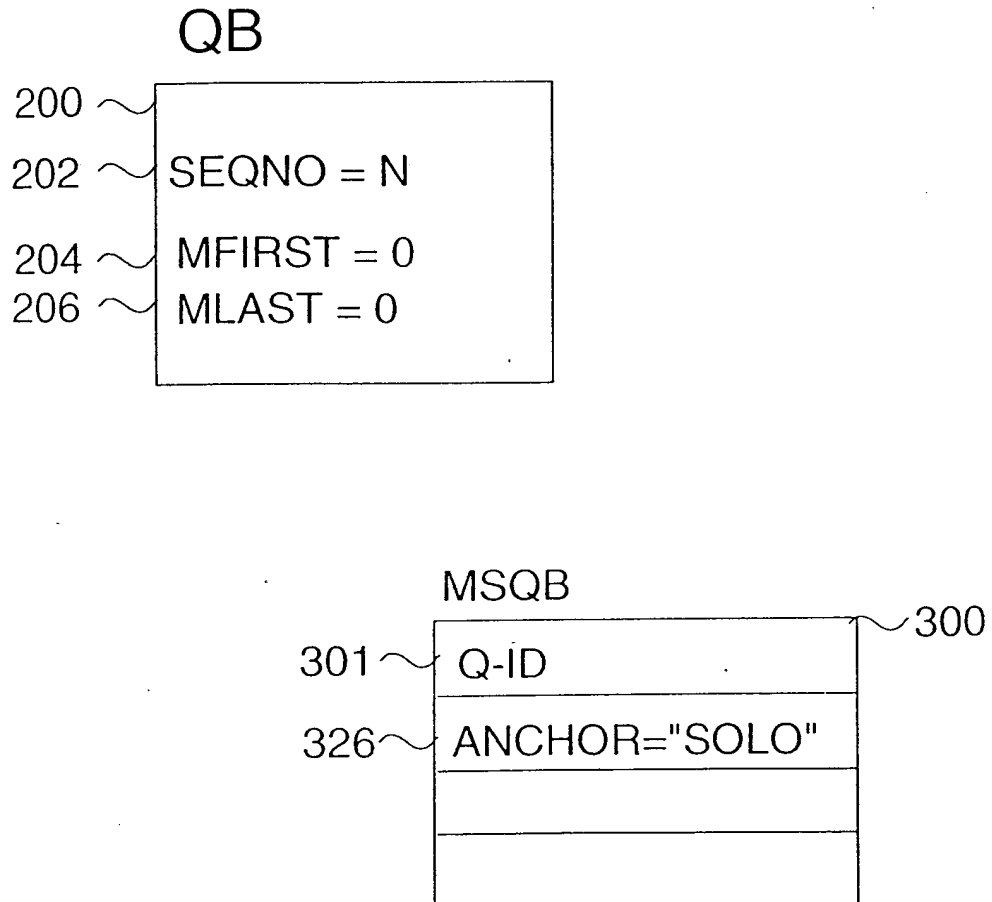


Fig 17A

PLO CHAIN TO FRONT - AFTER

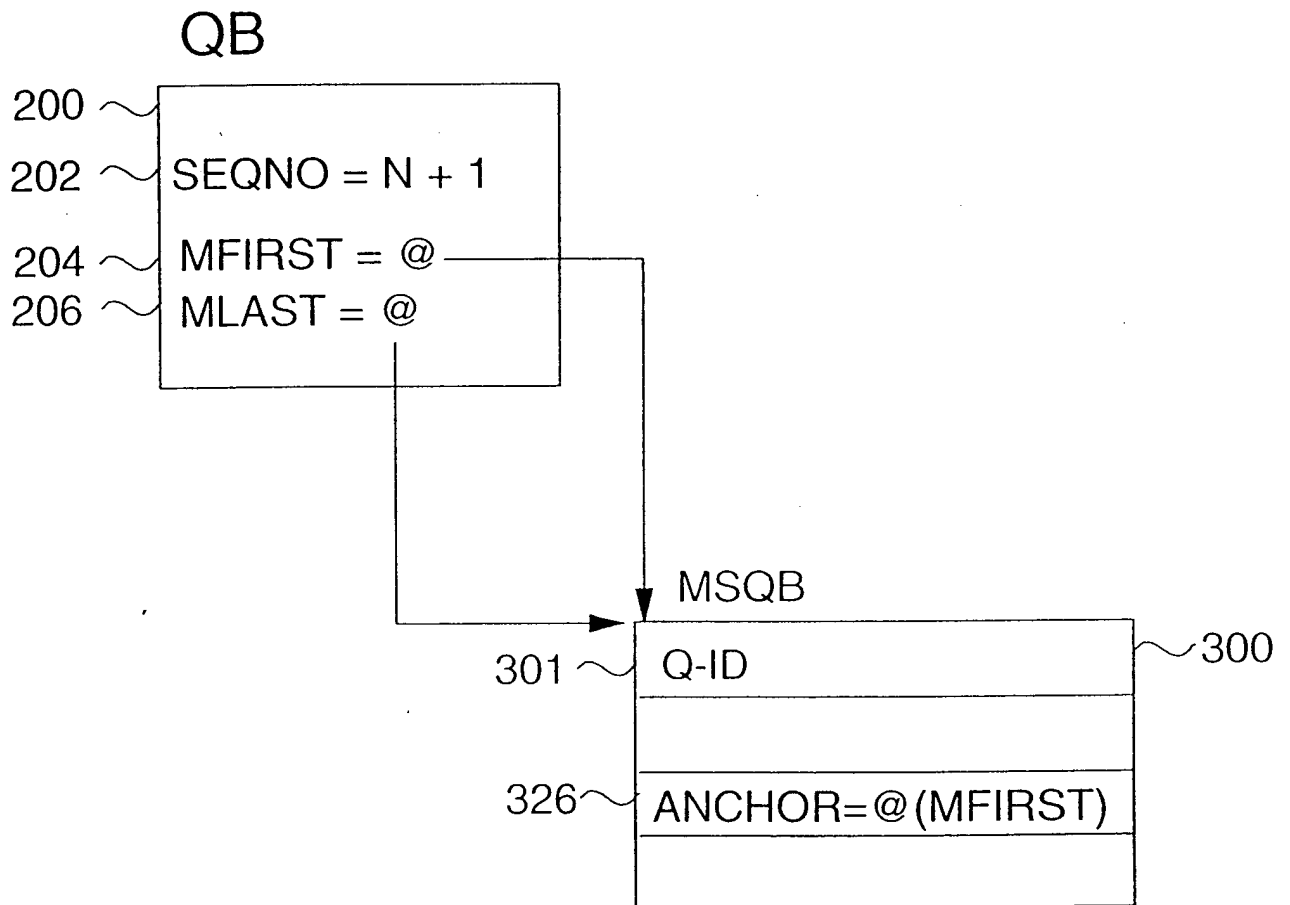


Fig 17B

PLO CHAIN TO END - BEFORE

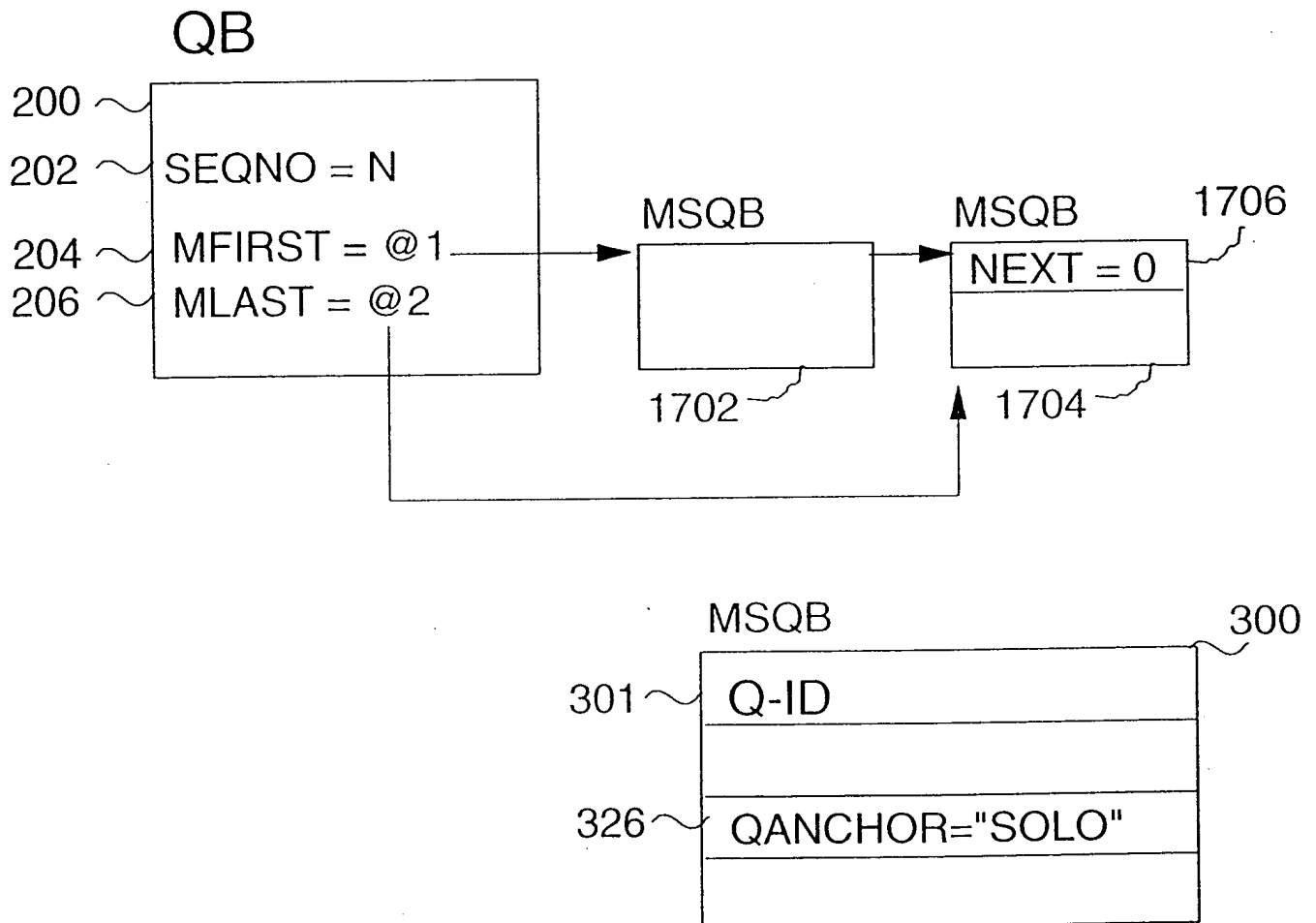


Fig 17C

PLO CHAIN TO END - AFTER

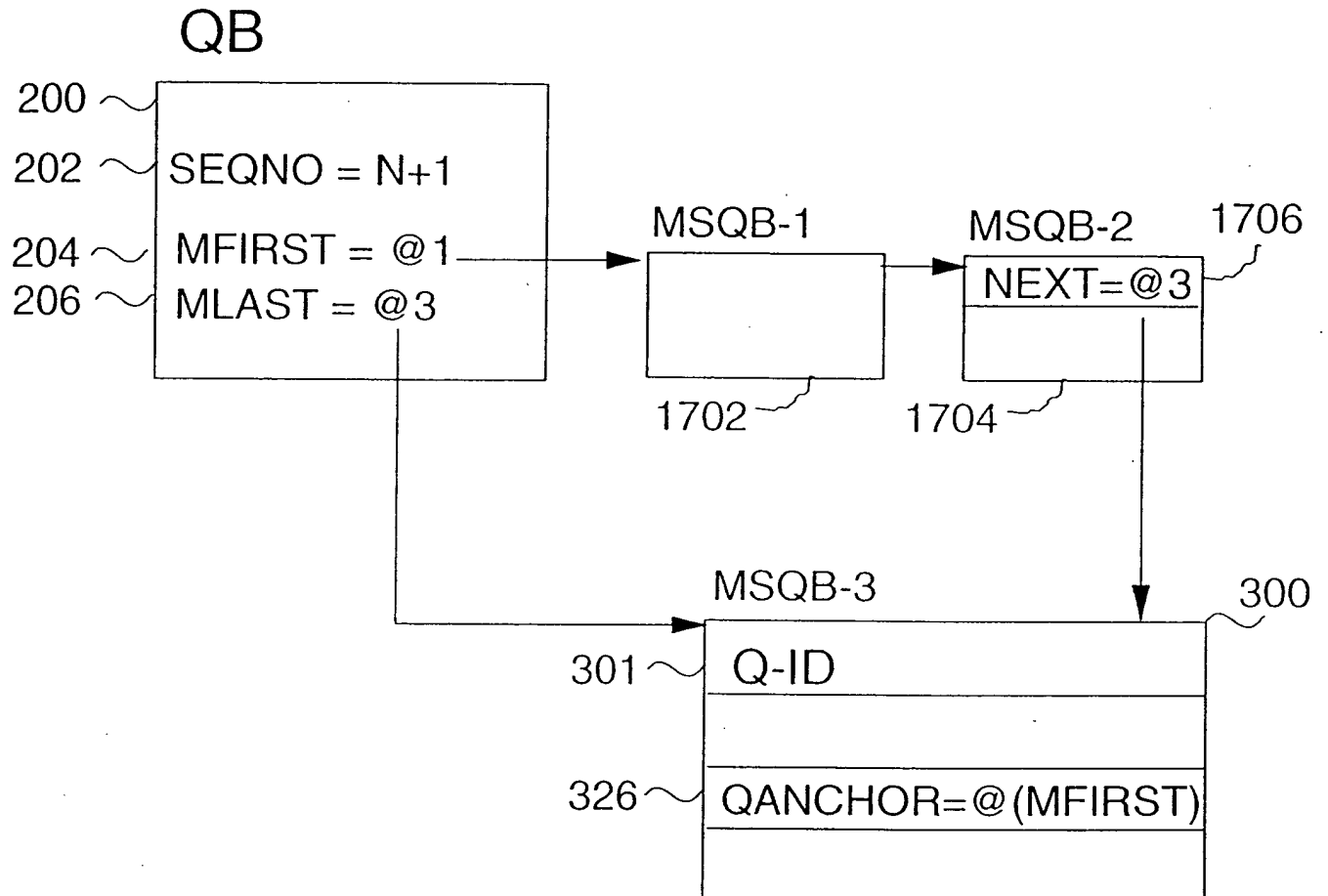


Fig 17D

PLO UNCHAIN ONLY ELEMENT - BEFORE

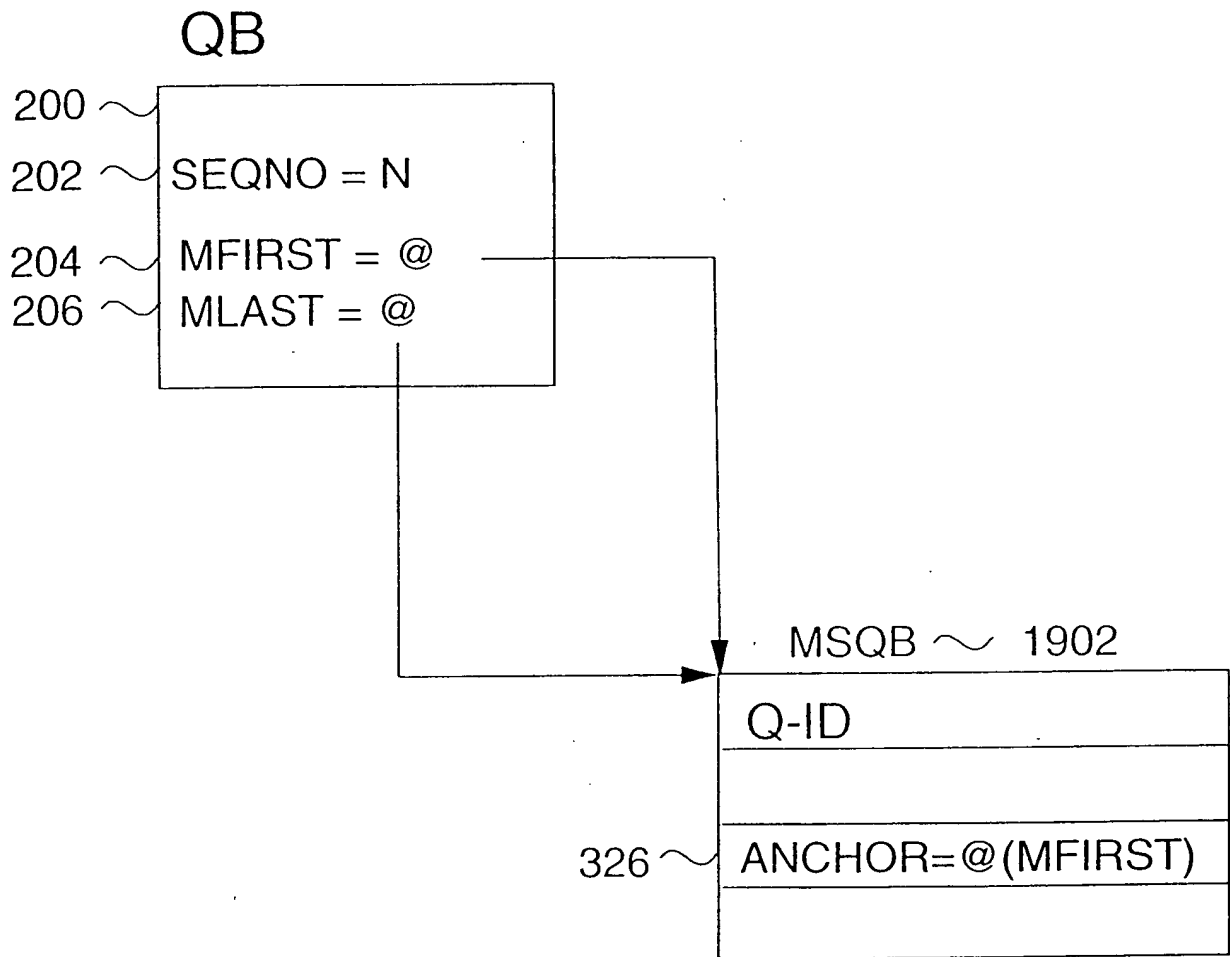


Fig 19A

PLO UNCHAIN ONLY ELEMENT - AFTER

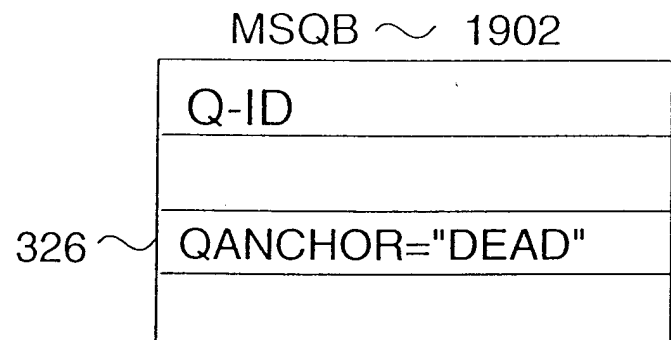
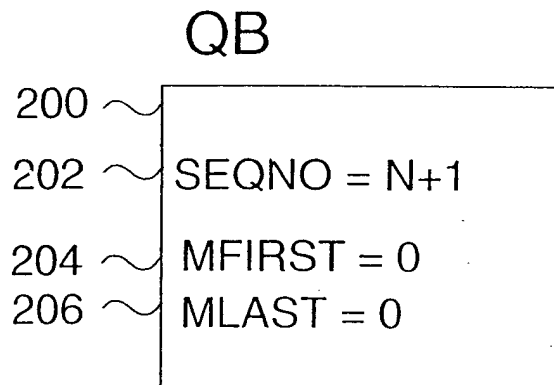


Fig 19B

PLO UNCHAIN FIRST ELEMENT - BEFORE

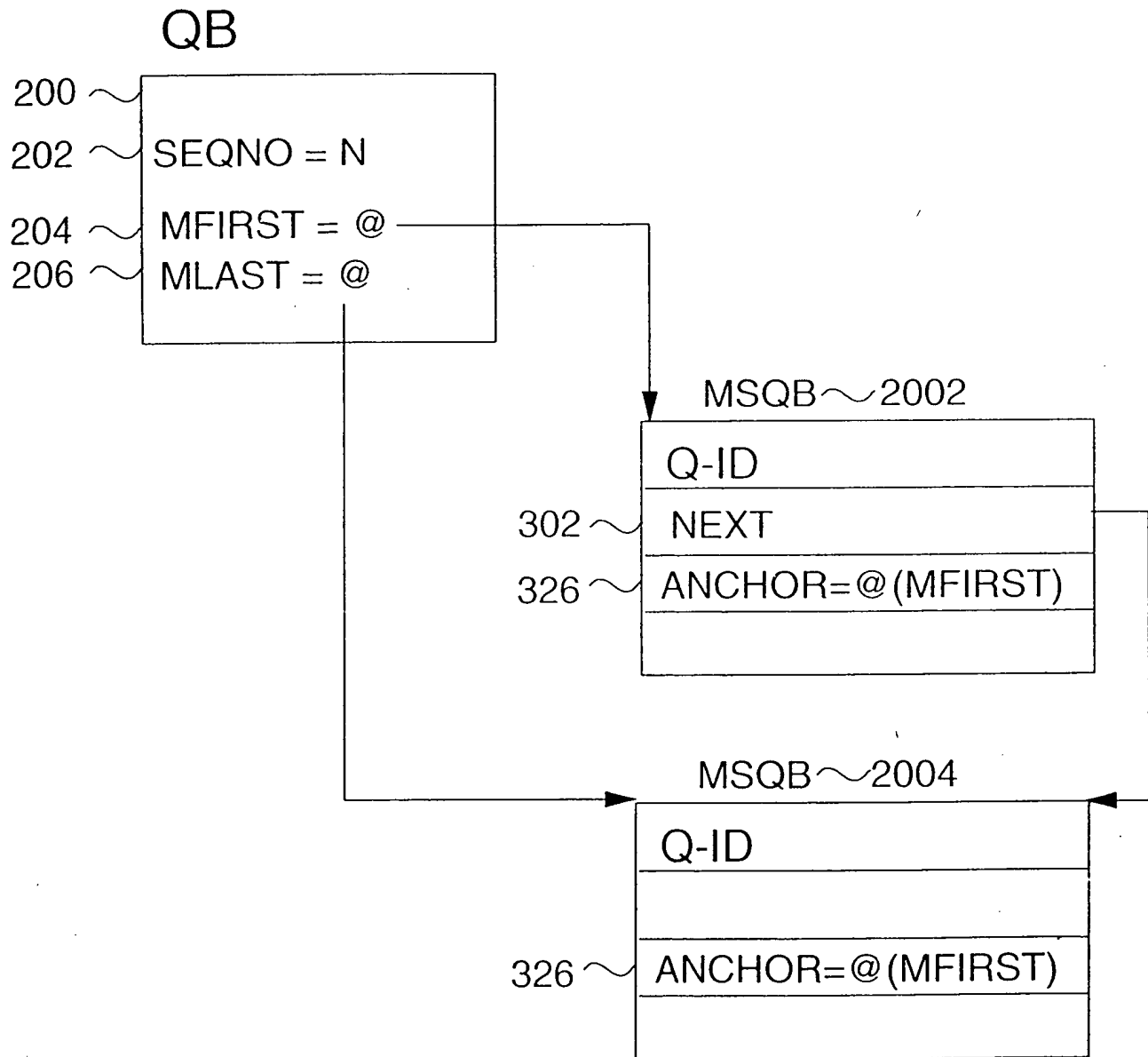


Fig 20A

PLO UNCHAIN FIRST ELEMENT - AFTER

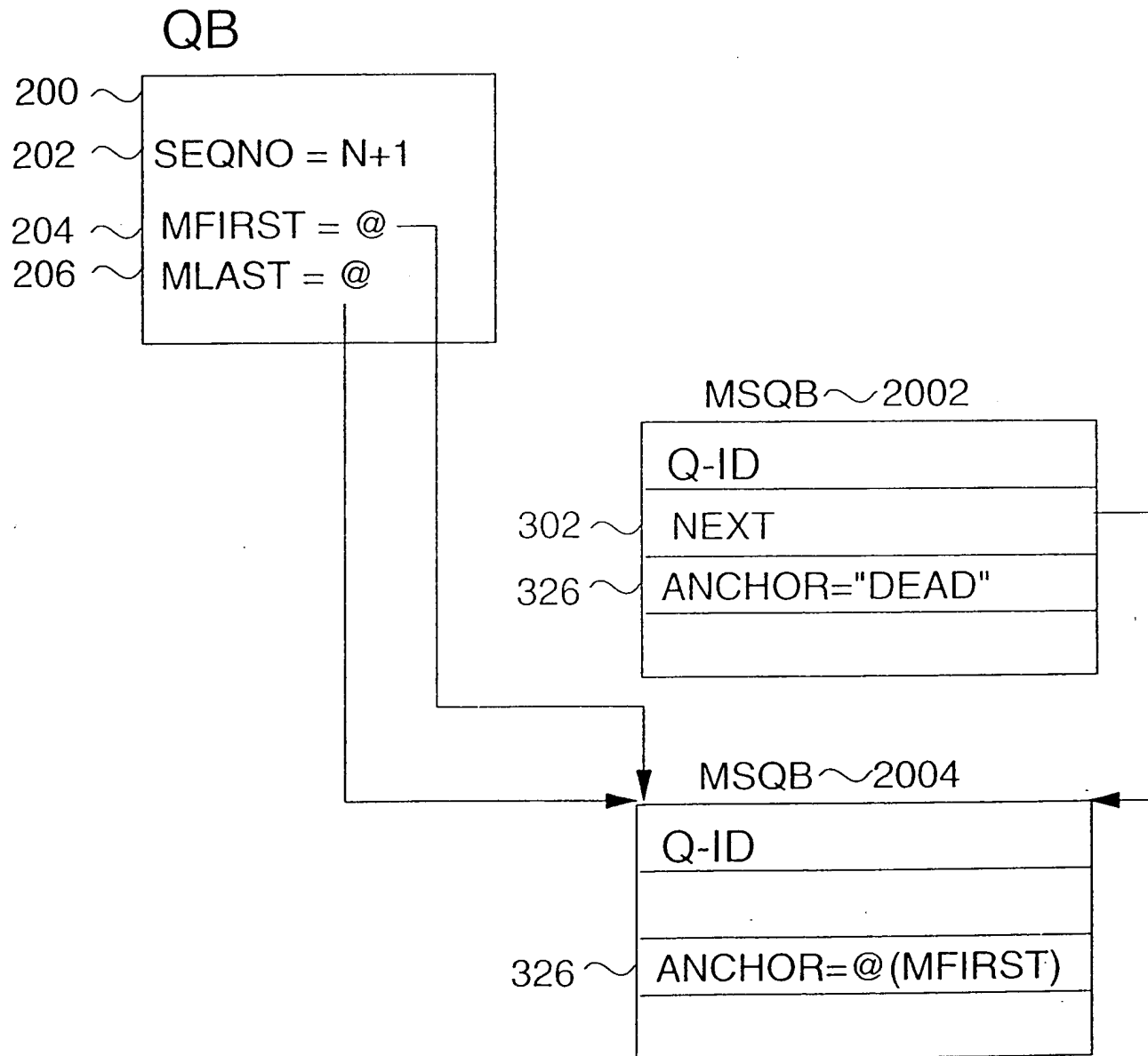


Fig 20B

PLO UNCHAIN LAST ELEMENT - BEFORE

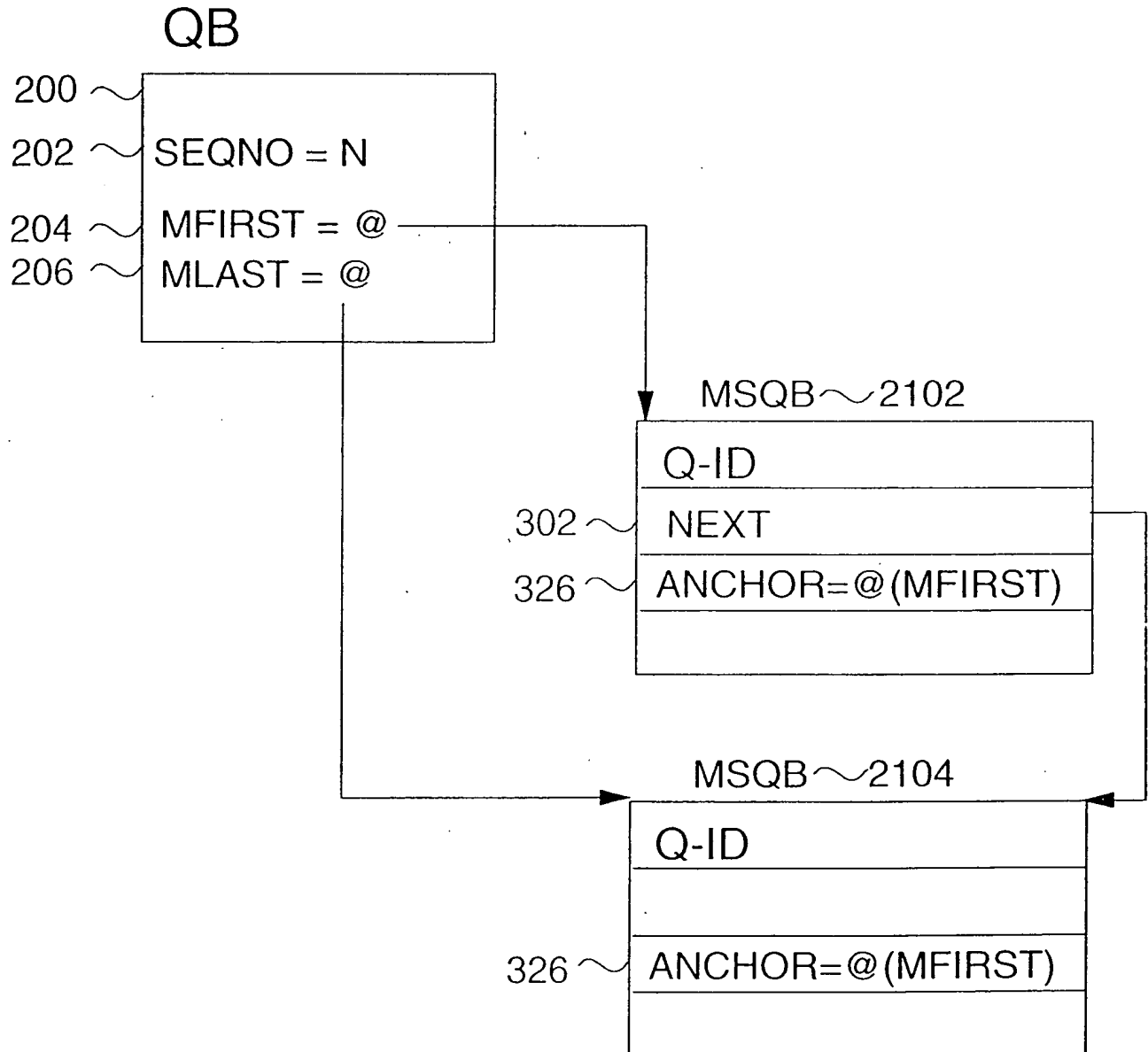


Fig 21A

PLO UNCHAIN LAST ELEMENT - AFTER

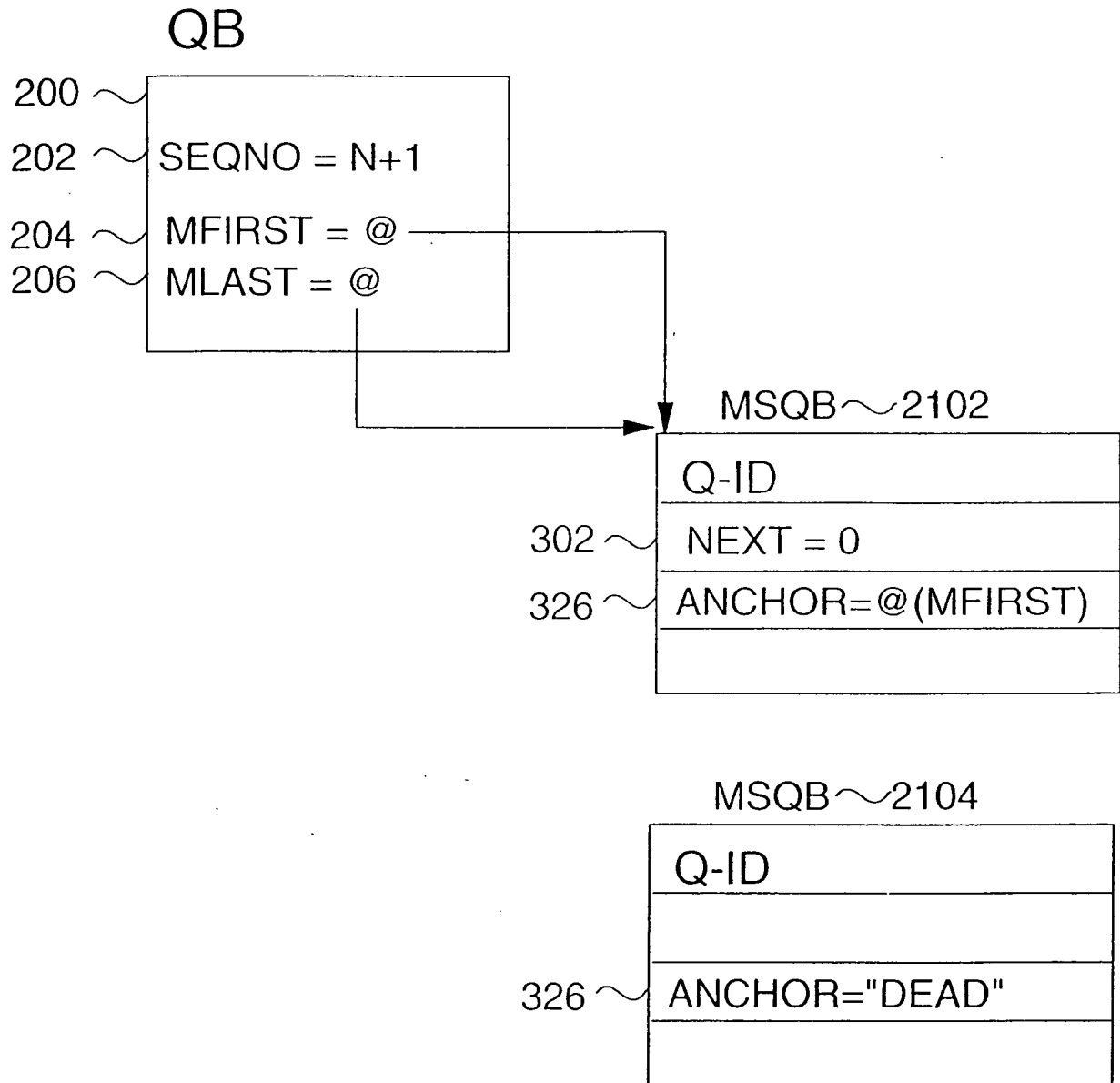


Fig 21B

PLO UNCHAIN MIDDLE ELEMENT - BEFORE

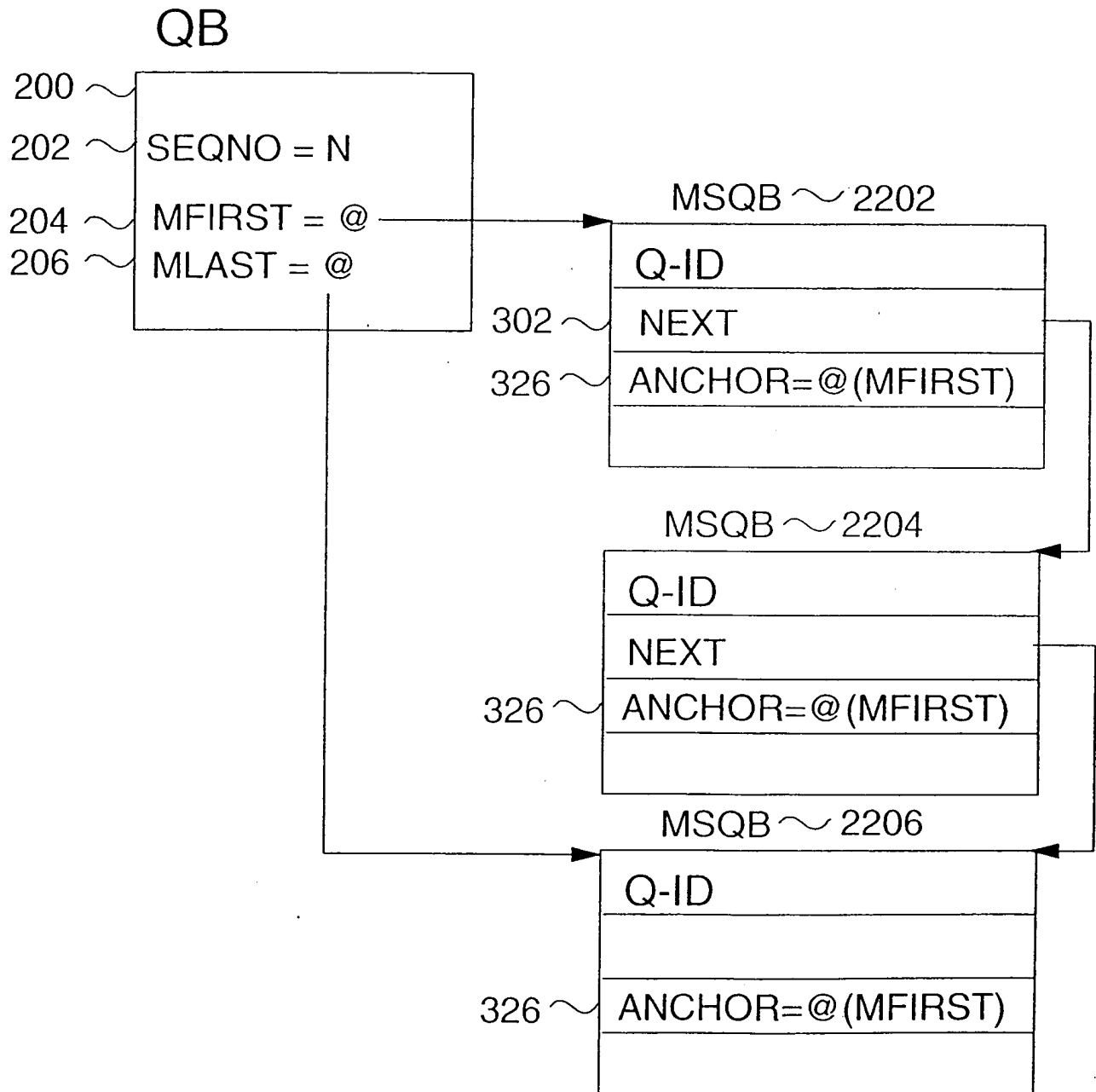


Fig 22A

PLO UNCHAIN MIDDLE ELEMENT - AFTER

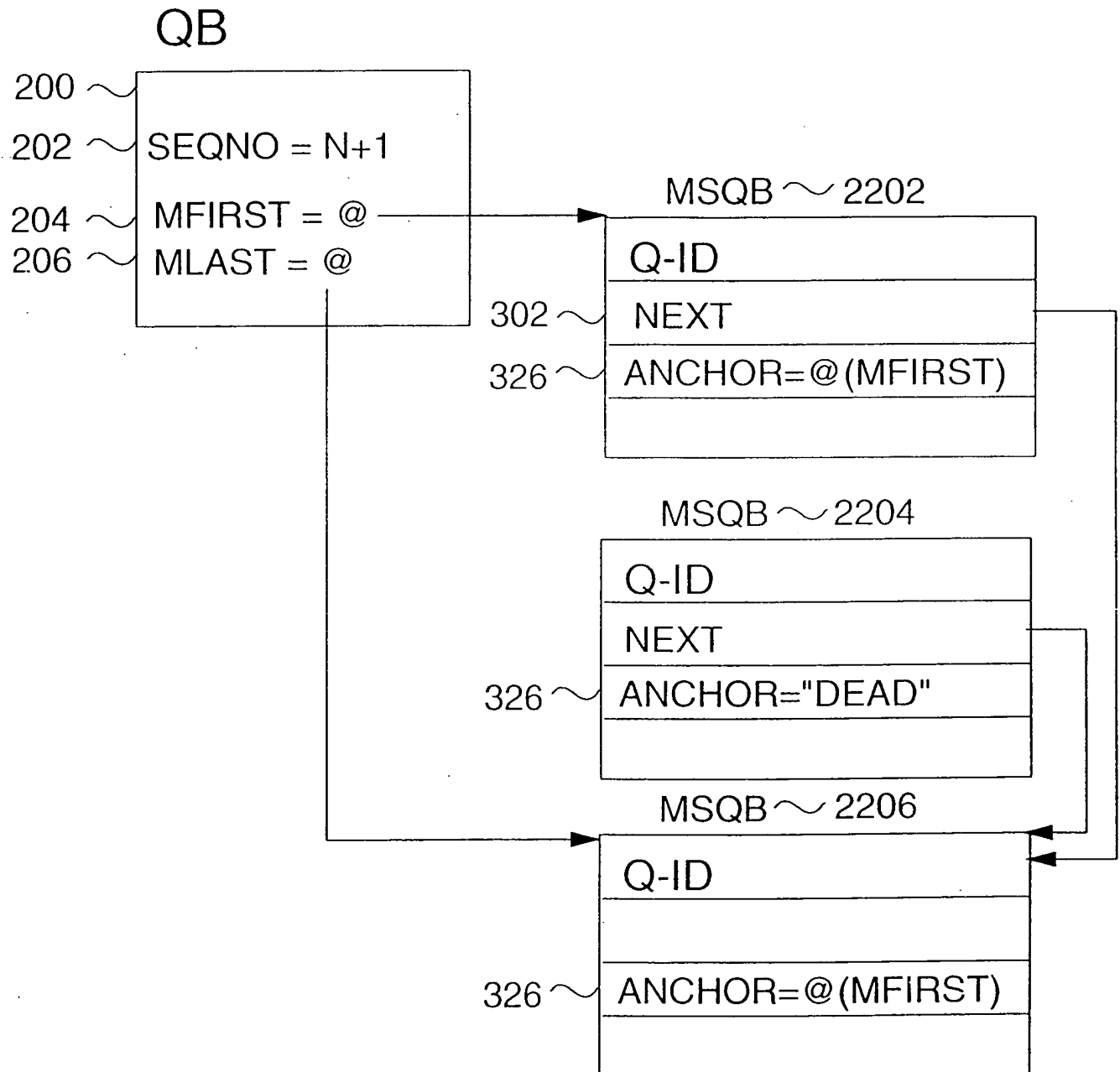


Fig 22B

PLO CHAIN DEAD ELEMENT - BEFORE

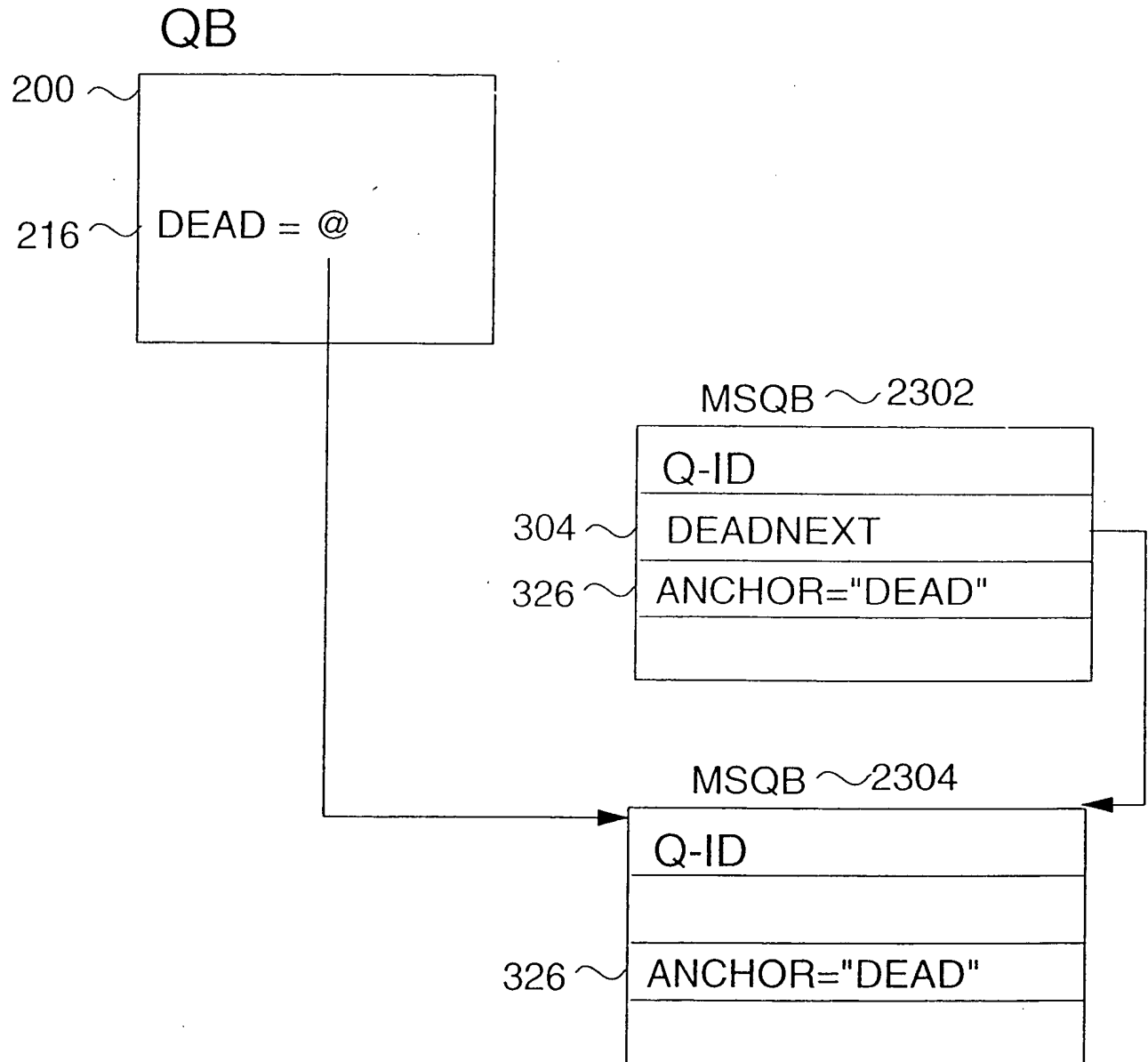


Fig 23A

PLO CHAIN DEAD ELEMENT - AFTER

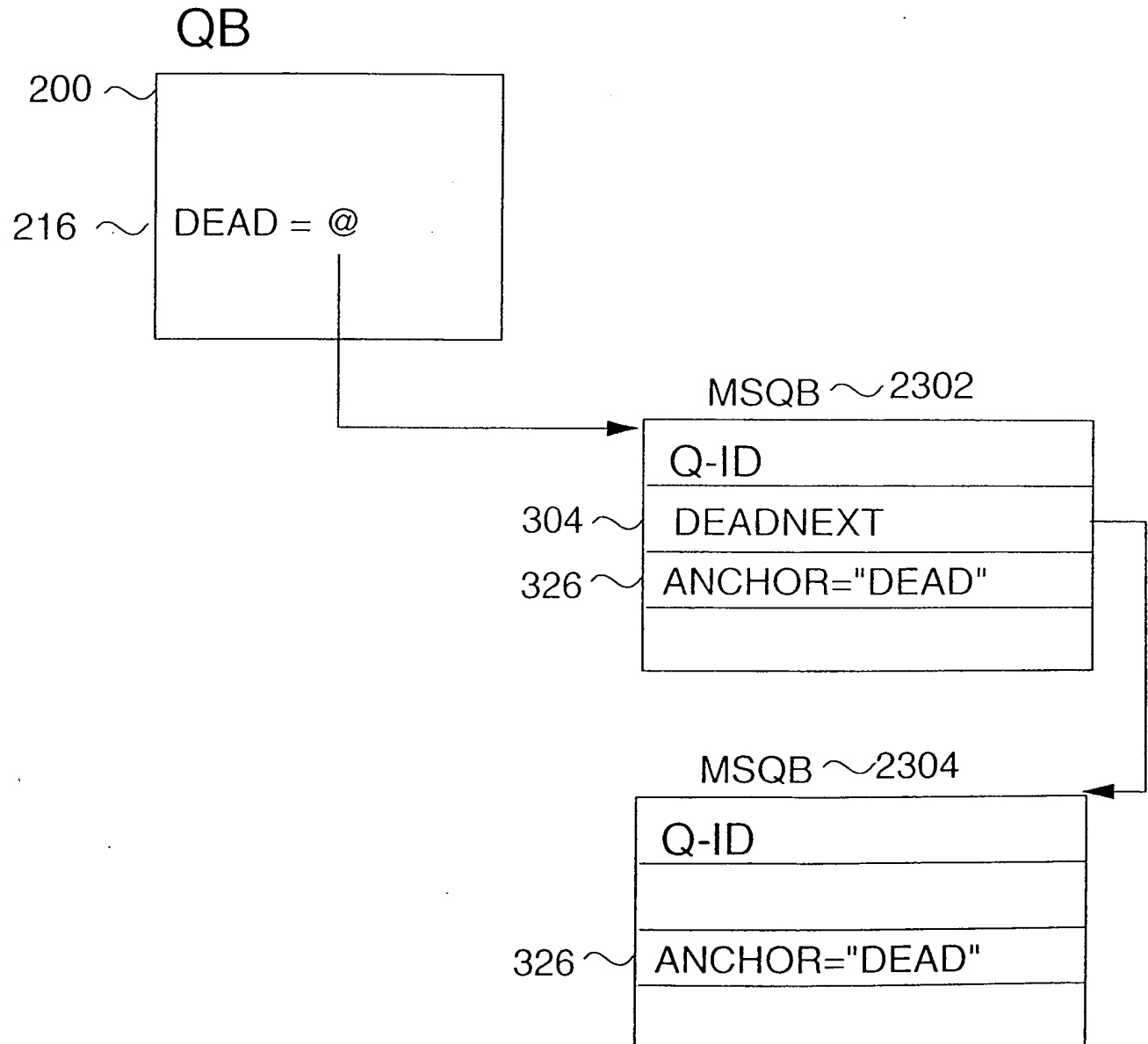


Fig 23B

MESSAGE QUEUE RECEIVE RECOVERY

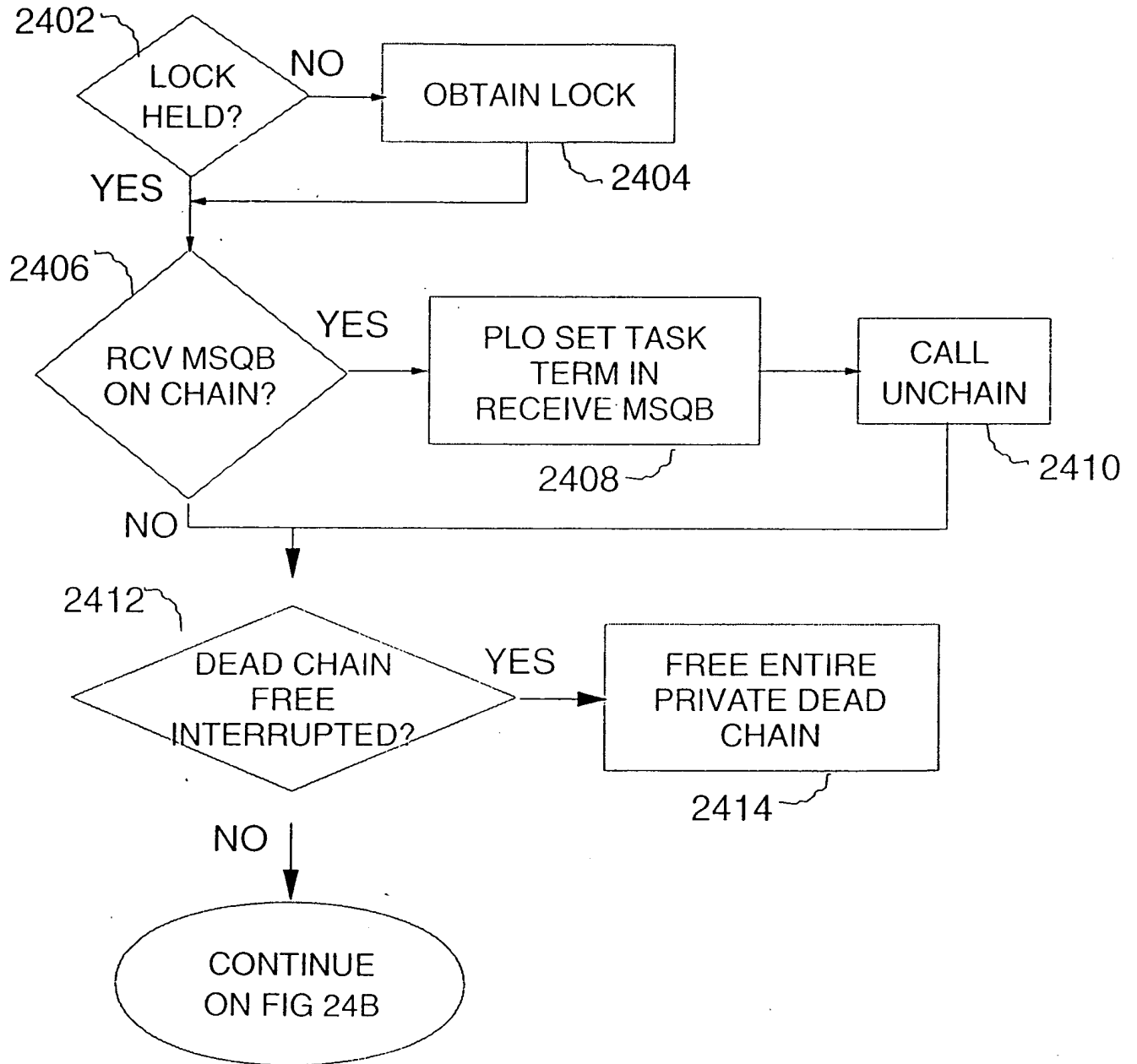


Fig 24A

MESSAGE QUEUE RECEIVE RECOVERY - CONT

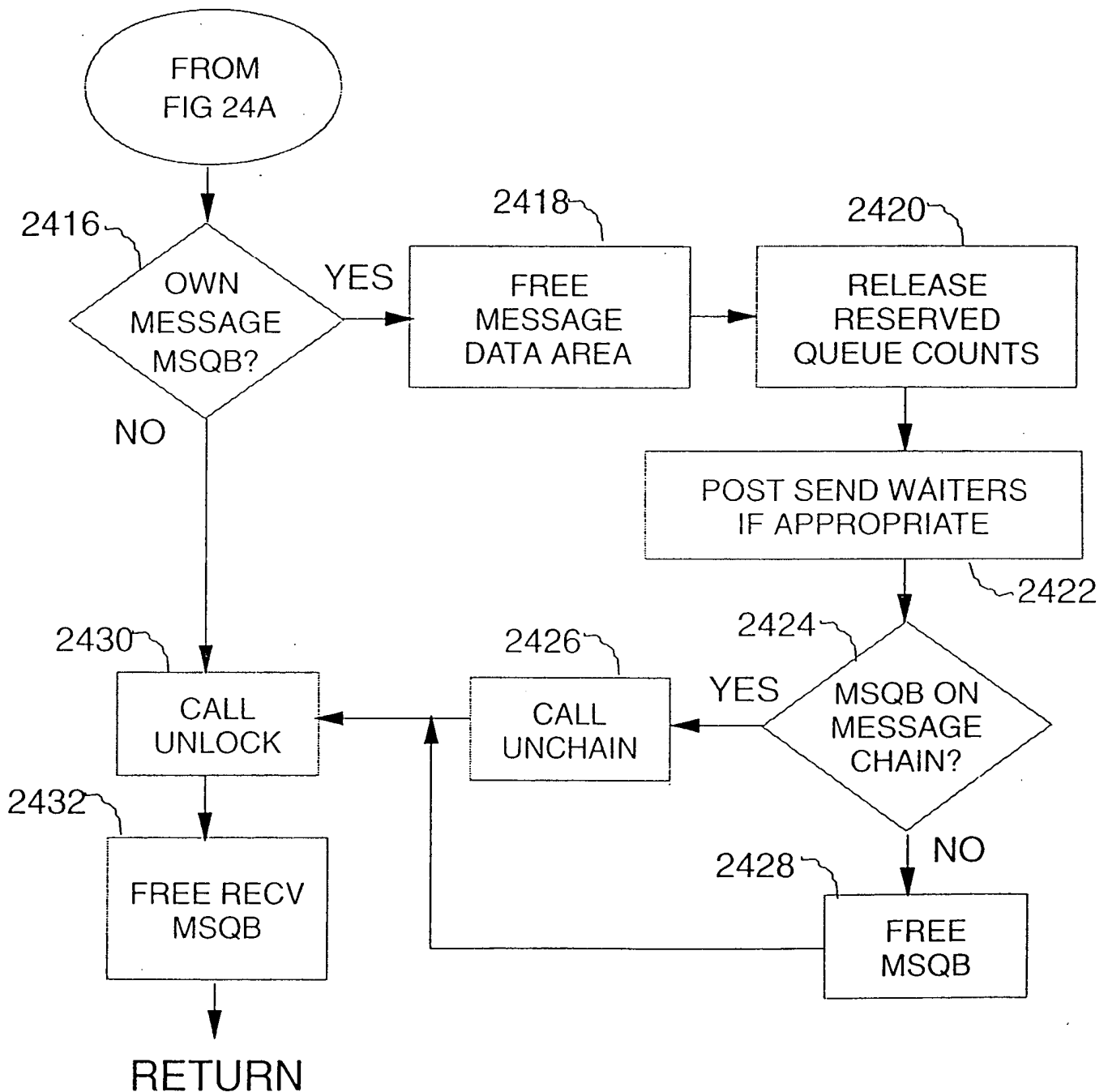


Fig 24B

MESSAGE QUEUE SEND RECOVERY

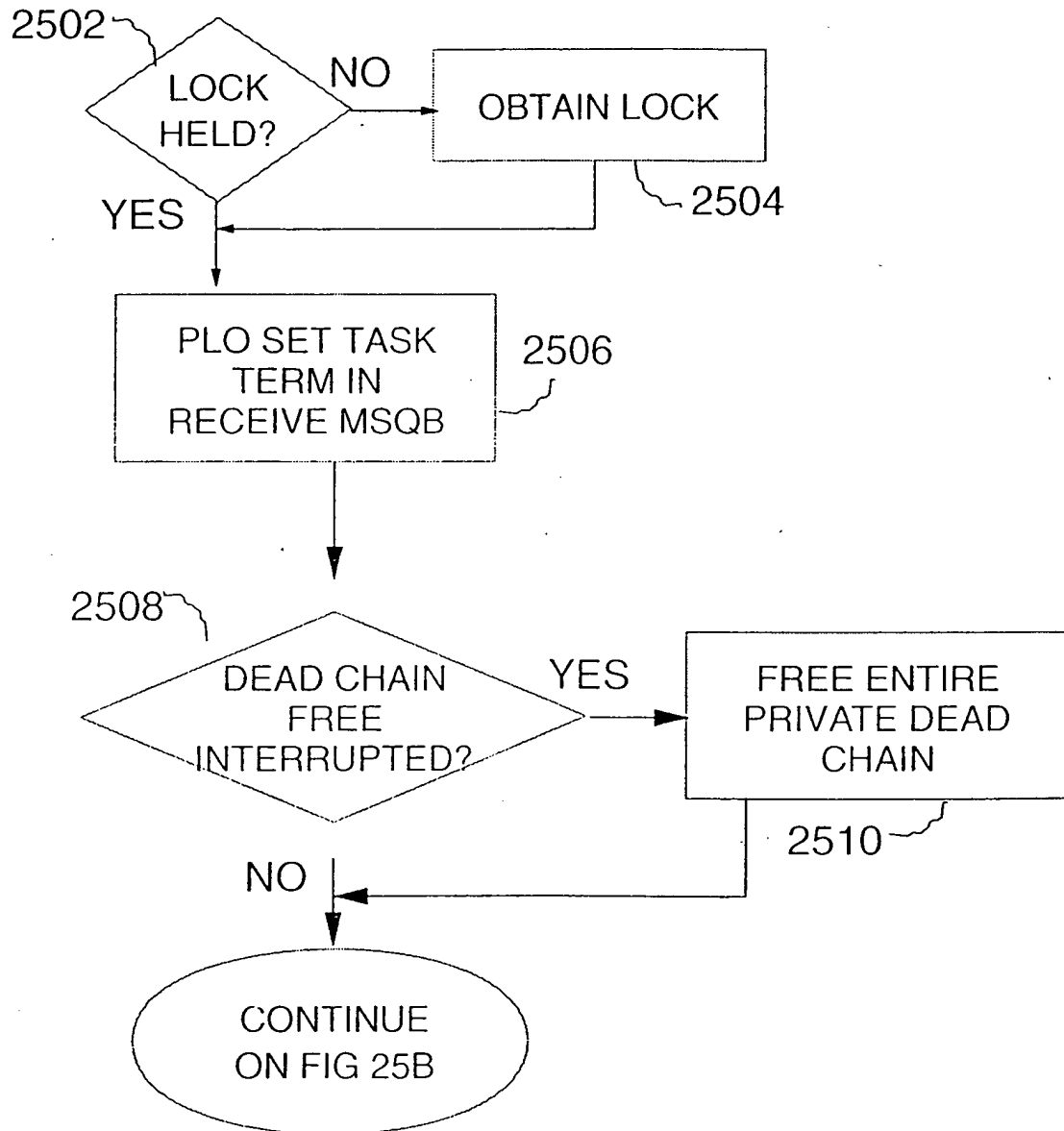


Fig 25A

MESSAGE QUEUE SEND RECOVERY - CONT

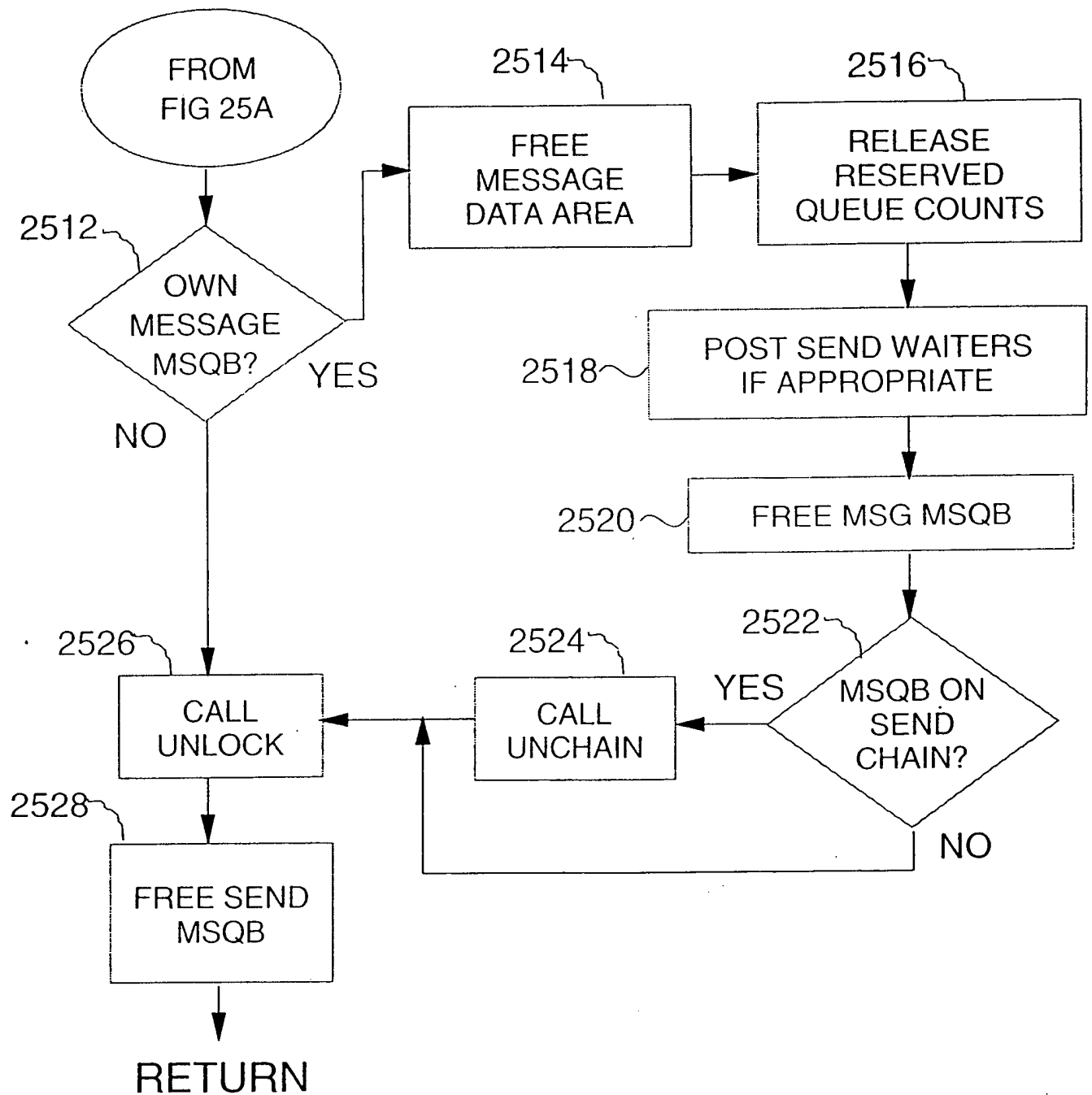


Fig 25B